

RYAN MONCRIEF

Combat/Level Designer

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PROFESSIONAL EXPERIENCE

JUL 2023 – JUL 2026

COMBAT DESIGNER DOOM: THE DARK AGES | ID SOFTWARE

- Designed and implemented all combat for 7 levels of the 22-level campaign, as well as designing all combat for one of the 4 main levels in the Revelations expansion.
- Owned the design and implementation of all DOOM 2 classic throwback levels found in the Revelations expansion, including unique player movement and weapon mechanics
- Designed and iterated on several original combat arenas used in the main campaign, including dynamic arenas that change during combat
- Created several enemy AI variants with unique armor mechanics and attack patterns
- Led design efforts on several new puzzle mechanics and was responsible for creation of assets, implementation, and maintenance
- Scripted and created most tutorial sequences throughout the campaign and Revelations expansion
- Balanced progression items and currency and implemented placement and pacing of upgrades and collectibles throughout the game and Revelations expansion
- Wrote several codex entries found as collectibles

SEP 2022 – DEC 2022

LEVEL DESIGNER, QUEST DESIGNER LIGHT OF ALARIYA | SMU GUILDHALL

- Designed and built 1 of 3 open world regions in the game, including 5 points of interest
- Iterated on all open world regions with both programming and art team members
- Scripted and implemented quest progression structure, also used for collectibles
- Authored majority of in game text, including dialogue

JAN 2022 – MAY 2022

GAME DESIGNER, LEVEL DESIGNER HEX RALLY RACERS | SMU GUILDHALL

- Created and balanced a crafting item system with 10 items in an arcade racing game
- Managed and organized a 60-person team during the full development cycle from inception to release
- Designed original game concept
- Wrote all official game design documentation for the project

ENGINES AND DEV TOOLS

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|-------------------|--------------|-------------------|
| • Unity | • IdTech 8 | • Adobe Photoshop |
| • Unreal 4 | • Javascript | • Blender |
| • Unreal Engine 5 | • Python | • Perforce |

SKILLS

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|---------------------------------------|------------------------------|
| • Cross-discipline communication | • Clear documentation |
| • Critical thinking / Problem Solving | • Narrative design / Writing |
| • Highly independent / Self-motivated | • Baking |

EDUCATION

MASTERS OF INTERACTIVE TECHNOLOGY (MIT), SMU GUILDHALL, 2023

BACHELORS DEGREE IN COMPUTER SCIENCE, TCU, 2021