

Ryan Ehrlich

Level Designer

rehrllichdev@gmail.com | ryanehrlich.com

EXPERIENCE

Design Lead— Oct. 2023 - Aug. 2024

Fantasmagorie

Florida Interactive Entertainment Academy (Orlando, FL)

- Design Lead on a team of 19, developed a Steam published horror narrative platformer in Unreal Engine
- Collaborated with other leads to ensure the game's vision while maintaining the timeline and scope
- Led a team of 5 designers to implement gameplay mechanics and level design for 3 levels
- Worked to develop an Art-Design pipeline to organize asset creation

Game Design Intern — May 2022 - May 2023

Quantum's Pursuit

Limbless Solutions (Orlando, FL)

- One of the 8 out of 500 projects chosen for the 2023 Unity for Humanity grant
- Worked with a team of 8 to create a training video game in Unity for the limb difference community
- Designed and implemented level designs for 4 unique areas, each with their own mechanic

Design Lead — Sept. 2022 - May 2023

Rite as Rain

University of Central Florida (Orlando, FL)

- Steam published turn-based combat game developed in Unreal Engine 5
- Design Lead on a team of 13 with 3 designers
- Collaborated with other department leads to ensure project timeline and task completion
- Designed and documented gameplay mechanics, level designs, and narrative
- Worked in engine to set dress and create environments for combat arenas
- Designed puzzle interactions for different levels

Level Designer — Aug. 2024 - Present

Queries Unlimited

- Designs rooms and hallways for a procedurally generated first person horror game in Unreal Engine using a grid based tile system
- Works with programmers and tech designers to concept player mechanics, gameplay loop, enemy behavior

EDUCATION

University of Central Florida — Expected Dec. 2024

Florida Interactive Entertainment Academy (FIEA)

M.S. Interactive Entertainment - *Level Design*

University of Central Florida — May 2023

B.A. Digital Media - *Game Design*

TOOLS

Unreal Engine/UEFN

Unity

Perforce, SVN

JIRA, Confluence, ClickUp

Maya

Blender

SKILLS

Game Development

Mechanics Design

Level Design

Whiteboxing

Set Dressing

Blueprinting

Leadership

Collaboration

3D Modeling

AWARDS

UCF Dean's List

UCF President's

Honor-Roll