

John Collera

Level Designer

<https://johncollera.design>

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Education

(FIEA) University of Central Florida
MS in Interactive Entertainment
3.91 GPA
2026

University of Central Florida
BA in Digital Media - Game Design
Minor in Entrepreneurship
2024

Skills

UE Blueprints	Iterative Design
Game Design	Playtesting
Combat Design	QA
Narrative Design	Video Editing
Set dressing	World-Building
Lighting	Adaptability
Collaboration	Multi-Discipline
Leadership	
MOCAP Capture	Bilingual (English and Spanish)
MOCAP Calibration	

Tools

Unreal Engine 5	Perforce
Unity 6	Git
Autodesk Maya	Jira
ZBrush	Miro
Photoshop	Shogun Live
Illustrator	Shogun Post
Premiere Pro	

Hobbies

- Participating in game jams
- Archery
- Boxing

Favorite games:

- Zelda: Breath of the Wild / Tears of the Kingdom
- Hyper Light Drifter
- Hollow Knight

Professional Experience



Sunpress Games

Regradable | Level Designer | November 2025 - Present

- Worked on a team of 28 on an action-platformer where players navigate a massive cyberpunk-esque city built in Unreal Engine 5
- Took ownership of the intro level to the game, planned out tutorialization and conveyance techniques while also iterating on playtest feedback
- Supported playtesting sessions and gathered data to inform game feel
- Lead the design team involving level and technical decisions to ensure proper game balance and feel
- Set up UE world partition and implemented performance-enhancing practices into each level
- Created several blueprints used to prototype checkpoints and moving object splines to create movement in the world



Florida Interactive Entertainment Academy (UCF)

MOCAP Tech | September 2025 - Present

- Worked to maintain a large scale camera-based motion capture stage
- Supported in recording capture data and calibrating the stage for various projects related to game development
- Ensured cleanliness and order of stage equipment
- Handled suiting up actors and ensuring proper reflective marker placements

Project Experience

Bungie

Marathon Launch Cinematic | MOCAP Tech | November 2024

- Worked alongside several teams to support the capture of a cinematic music video for the video game Marathon
- Ensured actor markers were properly placed even through fast-paced actions
- Aided with installing equipment before production started
- Quickly adjusted props based on director's decisions

Aurora Interactive

Interweaver | Level Designer | October 2023 - May 2024

- Worked on a team of 15 on a puzzle-platformer where players explore a magical world and work with spirits to release their souls built in Unity
- Engaged with discussions about game, narrative, and puzzle design
- Ensured GDD and LDDs were up-to-date to enhance team cohesion
- Designed hub world

Orlando Game Jam 2025

Knight at the Library | Level Designer | March 2025

- Created part of a horror puzzle level where the player is hunted by a haunted knight's armor set, collaborated with a team of 7 over 3 days

FIEA Collegiate Game Jam 2026

Astrogram | Level Designer | January 2026

- Created a 360 open space environment where the player flies from POI to POI taking pictures of key objects, collaborated with a team of 4 over 6 days