

# Robert Graff

## Game & Level Designer

E-mail: [robert.k.graff@gmail.com](mailto:robert.k.graff@gmail.com)

Portfolio: <https://robertkgraff.com/>

Phone: +46 73 879 44 06

### Skills

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#### Software

3DS Max, Adobe Photoshop, Jira, Confluence, Microsoft Office Suite

#### Level Editors

Unreal 4, Unity 5, FrostED, Hammer

#### Scripting

C# (Basic), Unreal Blueprints (Advanced), FrostED Schematics (Basic), Javascript (Basic)

#### Design Skills

Level design & Blockout, Combat Encounter Design, Pacing, Design Documentation, Game System Design & Implementation

#### Other Skills

3D Modelling, Environment Art, World Building, Project Management, QA testing

### Professional Experience

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#### Quality Designer – EA DICE

December 2019 – Present

Next Battlefield Title (Release TBA)

Battlefield V Live Service (During 2019)

- Working on:
  - Planning, tracking, reporting and leading testing on Battlefield levels.
  - Collaborating with level creators to improve level quality and level creation processes.
  - Designing and implementing production and testing frameworks for levels on Battlefield titles.
  - Designing processes and frameworks for providing quality feedback on levels for Battlefield titles.
  - Doing qualitative analyses on levels and provide feedback on how to improve the quality of design and art.
  - Script web-based map overviews to help with level production.
  - Assist development with various tasks.

#### QV Analyst – EA DICE

April 2017 – December 2019

Battlefield V Firestorm (Battle Royale) (Released March 2019)

Battlefield V (Released November 2018)

Battlefront 2 (Released November 2017)

- Worked on:
  - Tracked and executed testing on levels for Battlefield V and Battlefront II
  - Acted as a liaison between off-site testers and the dev team
  - Provided feedback and collaborated with the developers to improve design and art of levels.
  - Assisting developers with tasks. Such as setting up game-modes on levels, collision passes or fixing bugs.

## Game & Level Designer - Freshly Squeezed

January 2015 - October 2016

### Defunct

(Released January 2016)

- I was a co-founder of Freshly Squeezed and during my time in the company I worked on one shipped game ("*Defunct*") and 3 other games that were never released. I was one of two designers in the company.
- Worked on:
  - Initial layout, planning, blockout and design of 8 levels in Defunct
  - Did major design tweaks and re-balance work after playtesting and feedback on 9 levels in Defunct
  - Did level art and terrain sculpting on 8 levels in Defunct
  - Scripted level mechanics using C# on 2 levels in Defunct
  - Did art and design polish work on all 16 levels of Defunct
  - Helped optimize art on all levels of Defunct
  - Planned and designed level progression and game difficulty for Defunct
  - Planned and helped write overarching narrative for Defunct and 3 other titles
  - Designed game mechanics and systems for Defunct and 3 other titles
  - Wrote and maintained design documentation for Defunct and 3 other titles
  - Wrote world building and narrative for Defunct and 3 other titles
  - Did project planning, schedules and task lists for Defunct and 3 other titles

## Game Design Mentor - Uppsala University

November 2014 – March 2015

- Mentored 1st year game design students by assisting with production methodologies, SCRUM and design workflows during their 1st bigger scale game project.

## Hobby Projects

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### DOOM Level - Prison Station 343

July 2018

A single player level I created for the FPS game DOOM (2016)

- Level designing and art dressing a single player level from a modular toolset
- Scripting encounters, HUD elements and audio triggers in DOOM's Snapmap visual script
- Level balance tuning (AI placement, pacing, difficulty curves)
- Visual storytelling and level narrative

### Tribal Marathon – School Project

June 2014

A local multiplayer runner-brawling game.

- Designed and created a procedural level set consisting of tiling racetracks
- Art dressed and 3D modeled all environment pieces needed for the level set
- Balanced and tuned the game and levels after feedback and playtesting

## Education

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### Uppsala University

Bachelor Degree in Game Design - Graduated 2015

**Bachelor thesis title:** "An examination of Level Design Elements in Counter-Strike: Global Offensive"