

# April Friesen

Technical  
Level Designer

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## Work Experience

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### **The Coalition** / Gears of War 5

#### *Campaign QA Tester*

- Worked together with a small team to thoroughly test a AAA game during its pre-alpha phase in order to identify and document problems within the game.
- Wrote detailed descriptions of bugs, using additional tools when necessary, in order to clearly convey the problem at hand.
- Met up with designers and leads to clarify the vision of the level currently being tested to prioritize which problems needed to be documented.

## Academic Experience

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### **Updraft** / Third-person speed running platformer

#### *Level & Gameplay Designer, UI Artist, Programmer, QA*

- Created and polished 3 distinct levels, each with a different theme and play style to create a more diverse universe for players to explore.
- Used the game's mechanics in imaginative ways, creating new dynamics for a more diverse approach to gameplay.
- Balanced player mechanics to best incorporate both the fast-paced gameplay as well as the exploratory portions of each level.
- Programmed and animated all menu systems, UI, collectibles, and trophies in a way that was easy to work with and alter later on.

### **TobbleSwap** / 3D multiplayer dungeon crawler

#### *Level Designer, QA*

- Collaborated with a team of 9 students to create a unique and polished product within a 9 month time constraint.
- Documented, designed, and helped program 15 distinctive levels, 6 of which were refined for the final build.
- Designed, built, and programmed a tutorial that taught new players the diversity of TobbleSwap's numerous mechanics.

## Skills

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### **Game Engines**

- Unity 5
- Unreal 4
- Gamemaker Studio

### **Additional Skills**

- Adobe Photoshop
- Maya
- Microsoft Word & Excel

## Education

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### **Art Institute of Vancouver** / Game Design Diploma

#### *Best of Show Recipient*

OCTOBER 2015 - JUNE 2017

Graduated from an intensive program focused on the process and application of game design.

### **University of Manitoba** / Psychology Major

SEPTEMBER 2013 - MAY 2015

Studied a diverse range of human thought processes including social responses, behavioural conditioning, and cognitive processes.

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