



Felix Faeh

Level Designer

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As a level designer, I specialize in creating memorable combat-driven and RPG-focused worlds that emphasize player freedom. I achieve this through elegant design techniques and modern tools. Currently pursuing studies in Computer Science and AI at OST while developing AI-driven design prototypes.



SKILLS

Design Skills

- Level design & blockout for RPGs, combat encounters, narrative-driven design, and cinematic event scripting
- 3Cs, MDA & ADM, UX personas, and design goal statement
- Rapid iteration, vertical slices/beautiful corners, playtesting
- Enhanced design through lighting, textures, sounds and VFX
- Design documentation, diagrams and sketches

Team Skills

- Leadership in multinational teams (range: 2-25 members).
- Motivated strong team collaboration and achievement.
- Expertise in Agile Scrum (all roles), version control, tight deadlines, iterative processes & daily meetings.

Languages

- Native in English and German; basic knowledge of French

Level Editors

- Unreal Engine 4 & 5 (7+ years experience): 4 team projects, multiple solo projects
- Unity (10+ years of experience): 5 team projects, multiple solo projects.

Software

- Maya, 3ds Max, Blender, all image/film Adobe Creative Suite programs and MS Office Suite
- Perforce, Git, Sourcetree, Unity Collab
- ChatGPT, Stable Diffusion, Elevenlabs

Programming

- C#, Blueprint(UE), JavaScript, HTML/CSS (Web), Arduino

EXPERIENCE

Game Developer Self-Employed 2022 - 2025

- Developing the Webgame *Ziggurat.day*, a unique word game that emphasizes player freedom.
- Developed Indie Games: *Salem Murders*, *NeuroHead* and *Secret Door*.
- Designed novel mechanics and unique game concepts that increase player engagement.
- Crafted dynamic AI encounters and semi-realistic environments.

Communication Manager of the official Game Development Club Savannah College of Art and Design 2018 - 2020

President of the official Game Development Club Ohlone Community College 2014 - 2015

AWARDS

- Finalist (Top 24) with *CuiCui* at the *Intel University Game Showcase 2020*, which is a prestigious annual event, where the best game development teams from each U.S. university compete against each other.
- Finalist (Top 4) with *Jumpy 'n' Stompy* at the *Best of Georgia* category in the *Global Game Jam 2020* event.
- Winner with *Jumpy 'n' Stompy* of the *SCAD Global Game Jam 2020* university event out of 31 team submissions.
- **MVP Award** as developer on *Jumpy 'n' Stompy* at the *SCAD Global Game Jam 2020* university event.

EDUCATION

Ostschweizer Fachhochschule (OST) <i>St. Gallen, Switzerland</i>	2025 - 2027 (expected)
• Bachelor of Science in Computer Science. Focus: Artificial Intelligence & IT Systems • Coursework in programming, data structures, algorithms, and applied machine learning. • Exploring AI integration in interactive systems and video game applications. • Active in student tech meetups and collaborative development projects.	
Savannah College of Art and Design <i>Savannah, Georgia, United States</i>	2017 - 2020
• Bachelor of Fine Arts in Interactive Design & Video Game Development, Magna Cum Laude. • Minor in Game UX. • Communication Officer of the official Game Development Club (~1950 members at the time). Hosting events with speakers from the industry, managing social media and campus guides. • Competitor in all school game jam events, leading teams and submitting projects.	
Ohlone Community College <i>Fremont, California, United States</i>	2013 - 2015
• Associate Degree in Human Development • Certificate of Accomplishments in Video Game Development • Inaugural president of the restored official Game Development Club. Fostering its growth from a handful to over 50 student body members. • On the council of the International Club.	

SELECTED LEVEL-DESIGNS

Fall of Karasma	2024 - Current
Solo Project Prototype Unreal Engine 5 Combat-driven Third Person Linear & Non-Linear Design	
• Designed an AAA prototype for combat-driven, stealth-based, immersive sim and RPG-type games. • Developed engaging nature and urban-level settings with opportunities for vertical navigation. • Introduced players to 6 narrative beats and 14 mechanics, boosting their confidence to tackle challenges. • Created a narrative incorporating moral ideologies, integrated with both narrative and gameplay systems. • Prototyped player-driven events such as sparing NPCs, resulting in five distinct game endings.	
Salem Murders	2023 - 2024
Solo Project Unity 2022.3 Co-op Horror Third Person Non-Linear Design	
• Incorporated diverse locations: Main town, safe hubs, forests, estate, church, lighthouse and isolated houses. • Scripted 8 environmental storytelling sequences which offer memorable player experiences. • Utilized 41 objects/POIs (e.g. statues, fires, way signs, towers) to help player navigation through night & fog. • Structured entire level for optimized NavMesh, enabling enemies and other NPCs to navigate freely.	
CuiCui	2019 - 2020
Award-Winning Team Project Unreal Engine 4 Action-Adventure Third Person Linear Design	
• Led team and design direction with artists and programmers to align level flow with gameplay intent. • Designed 3 levels: Hallway Ruins, Abandoned Observatory and Sand Dunes. • Designed 9 platforming, 7 puzzle, 6 narrative and 4 enemy encounter-areas for a balanced experience. • Scripted 14 storytelling sequences and cinematics, hinting at narrative and world lore. • Ensured and presented level-sketches, visual compositions and blockouts on a frequent check-in schedule.	