



Felix Faeh

Level Designer

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As a level designer, I specialize in creating memorable combat-driven and RPG-focused worlds that empower player freedom. I achieve this goal by leveraging elegant design techniques and modern tools.



SKILLS

Design Skills

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

Team Skills

- Leadership in multinational teams (range: 2 - 25).
- Motivator for great 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, multiplesolo projects
- Unity (10+ years 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
- Stable Diffusion, Elvenlabs

Programming

- Blueprint, C#, Python, Arduino

EXPERIENCE

Game Developer Self-Employed

2021 - 2024

- Developed Indie Games: Salem Murders, NeuroHead and Secret Door.
- Designed novel mechanics and unique game concepts, that increase player engagement.
- Crafted unique and dynamic AI encounters, semi-realistic and pixel art environments.

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

President of the official Game Devlopoment 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

Savannah College of Art and Design

Savannah, Georgia, United States

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 and submitting team projects.

Ohlone Community College

Fremont, California, United States

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

On-Going Project

Solo Project

Unreal Engine 5

Combat-driven

Third Person

Linear Design

- Designed a prototype tutorial for combat-driven, stealth-based, immersive sim, RPG-type games.
- Developed a unique and engaging fantasy-steampunk setting with possibilities 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 narrative and gameplay systems.
- Prototyped events with player choices and consequences, including sparing or saving NPCs.

Salem Murders

2023 - 2024

Solo Project

Unity 2022.3.2f1

Co-op Horror

Third Person

Non-Linear Design

- Incorporated diverse locations: Main town, safe hubs, forests, an estate, a church, lighthouse and isolated houses.
- Created tutorial area. As the game narrative unfolds, the map borders gradually expands.
- Scripted 8 environmental storytelling sequences which offer memorable player experiences.
- Utilized 41 objects/POIs (e.g. statues, fires, way signs, tower) to help player navigation through night & fog.
- Structured entire level for optimized NavMesh, enabling enemies and other NPCs navigate freely.

CuiCui

2019 - 2020

Award-Winning

Team Project

Unreal Engine 4

Action-Adventure

Third Person

Linear Design

- Led team and design direction for a game with platformer and flight controls.
- 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.