

ALEX CROVELLA

LEVEL DESIGNER

Email: acrovey@gmail.com

Cell: (972) 369 9921

Portfolio: www.alexcrovella.com

LinkedIn: www.linkedin.com/in/alex-crovella/

About Me

I'm a **level designer** with **4+ years of professional experience** spanning both AAA and indie development.

With Right Trigger Entertainment, I built level design features for a wide range of player experiences from team deathmatch to a cooperative monster-hunting mode, to 1v1 duels in a prison block. I designed and iterated on modular level kits for a procedural generation system, focusing complex level design concepts into unique gameplay identities that created unique experiences with each new possible layout. In addition to this level generation system, I owned and iterated on more "traditional" hand-built levels designed for deathmatch, free-for-all, objective-based modes, and cooperative modes. During this work I collaborated closely with the game design team and the creative director, bringing the director's vision to life and shaping design discussion, turning "vision" into "product." At Treyarch, I built a complete round-based zombies map from a 2D layout to shippable quality, and had the opportunity to design and block out the main church landmark in the shipped 'Liberty Falls' zombies map. In my next role, I'm looking for a challenge to continue sharpening my skills as a level designer with a collaborative team that can trust me to deliver quality work, thoughtful feedback, and excellent player experiences.

Skills

Tools

Unreal Engine 4 & 5
UE Blueprint
CryEngine 3
Maya

Level Design

Rapid prototyping
Modular POI design
Combat area design

Quest Design

Branching dialogue
Quest flow scripting
RPG standards

Visual Composition

Cinematography
Lighting
Framing

Interests

Volunteering

SXSW 2019 Game Awards
Scriptwriter
Planetary Society participant
Mexico Orphanage Outreach

Hobbies

Work Experience

Right Trigger Entertainment • Level Designer • Aug. 2022 – Jan. 2026

Lowlife Forms

- **Designed modular level kits for a procedural generation system** that distilled complex design concepts into gameplay archetypes to define the gameplay identity of the space.
- **Prototyped, iterated, and polished multiplayer levels** for game modes including FFA, 1v1/2v2 duels, asymmetric team modes, and team deathmatch. These levels were approved for production as well as used in marketing for interested investors.
- **Designed a three-class weapon ecosystem** (hightek/midtek/lowtek) to create distinct playstyles and meaningful counterplay opportunities in PvP encounters.
- **Advocated for player experience and level clarity** throughout development using playtesting metrics and rapid iteration, resulting in stronger player engagement with our designs.
- **Rapidly prototyped level and system concepts** using Unreal Engine's landscape, modeling, and sequence tools to stand up new ideas quickly.

Treyarch • Level Design Intern • May 2022 – Aug. 2022

Call of Duty: Black Ops 6

- **Designed a complete round-based Zombies map** from the ground up under mentorship from senior level designers covering layout, pacing, and enemy encounter flow.
- **Designed interior and exterior space of the church in the shipped 'Liberty Falls' map**, blocking out cooperative zombies-mode gameplay and preparing the area for artists.
- **Adapted to rapid AAA development pace and quality expectations**, quickly learning studio tools, workflows, and integrating with teammates.
- **Collaborated across disciplines** to develop a level for a brand new PvPvE game mode created by an engineering intern. The level and game mode were displayed in a studio-wide game jam.

Scuba Diving
Drumming
Screenwriting
Astronomy
Dungeons & Dragons

TargetCW • Temporary Playtester, Bethesda-published title • Nov. 2019

- **Provided structured design-oriented feedback** on gameplay, level design, and user experience.
- **Tested gameplay features over multiple iterations** from the design team to offer progressive feedback on changing systems.

Education

SMU Guildhall • Dallas / Plano, TX • Aug. 2017 – May 2022

Master's of Interactive Technology – Level Design (May 2022); Production Classes (Aug. 2017 – Jul. 2018)

- **Owned and designed levels for *Curse That Magic Cat!*** as one of 3 level designers on a 13-person team, building levels that taught destruction and potion mechanics.
- **Designed pickup systems and supported track design** for *Haberdashers*, a multiplayer kart-racing title, leading development of the unique 'magnet' pickup.
- **Completed Master's Thesis on Visual Composition in level design**, studying how visual principles in photography and cinematography can be usefully applied in level design.

Baylor University • Waco, TX • Aug. 2016

B.A. in Film & Digital Media

- **Built a foundation in cinematography, lighting, and framing** that now informs environmental composition and pacing in level design.
- **Developed visual storytelling skills** through film production coursework, later applied to quest and narrative-driven level design.