

George Bandy

Level Designer

Orange = Hyperlink



Portfolio



Professional Summary

Experienced Level Designer / Level Artist seeking to enhance skillset and expand in career growth. My passion is to create joy and entertainment for the world through engaging and awe-inspiring play-spaces in games. Has a breadth of experience which have been applied to Multiplayer, Single Player, and Battle Royale experiences across Unreal Engine, Unity, and Slipspace/Forge. With experience in Box-Copy, Live Service, and traditional release titles that were continually updating.

Skills & Experience Summary

- Unreal Engine 4 & 5
- Unity Engine
- Level Design
- Environment Art
- Level Scripting implementation
- Node Graph Scripting
- Slack & Discord International & Cross Language/Cross Team Communication
- JaaS & Jira Understanding & Bug Reporting
- Quality Assurance & Grading
- Testrail Time Tracking

QA Playtester 1 – Electronic Arts Remote

July 2024 – Present

12-month contract role, testing and giving feedback to new unreleased content in Apex Legends and an Unreleased Battlefield Labs title. This position worked across teams internationally online through slack, discord, teams, and JIRA/JaaS.

- Delivered extensive quality assurance testing for flagship titles—contributing to 4 Apex Legends seasons (with feedback across 7 seasons) and evaluating over 70 distinct game features—to rapidly identify and resolve critical bugs, ensuring top-tier gameplay quality.
- Collaborated with cross-functional teams (Art, Level, VFX, Sound, and Build) to provide detailed feedback and player insights on new content, including level design elements and quality-of-life improvements.
- Leveraged Confluence for thorough documentation of testing initiatives and provided actionable feedback on in-development features such as new game modes and character kit enhancements.
- Coordinated the download of devkit builds on PS4 and PS5 consoles.
- Served as a Mentor CoPilot by guiding developers through gameplay strategies and mechanics in Apex Legends.
- Participated in rigorous testing during a legacy server migration, validating network performance and stability.

Level Designer – GHST Studios Remote

Apr 2024 – July 2024

4-month contract. Designed 8 total POIs and 2 Central structures for Dieseldome: Oil and Blood, an indie project built in the Unity Engine

- Collaborated with the Art team to translate concept art into detailed level designs and interactive elements.
- Designed and implemented a central plus-shaped structure featuring an oil tank-based pressure system with jump-triggered oil launch zones that propel players into the air.
- Integrated additional features such as oil sludge flows, and an underground fountain with tube systems.
- Blocked out level pathing by mapping terrain elements like hills and giant metal slopes.
- Coordinated weekly level builds by delivering updated level files and incorporating provided functionality scripts.

Education:

Saint Johns River State
College:

Associate Arts Degree
Art Major

January 2019 – December 2021

Awards/AAA Matchmaking Maps:

Power Installation 484

Halo 5: Guardians Infection
– Memories of Reach
Update May 2016

Solution

Halo: Infinite
4v4 – Map Update 2022

Kaiketsu

Halo: Infinite
Japanese (Tenrai) 4v4
Update 2023

Cessation

Halo: Infinite
Infection – Halo-ween
Update
(Halloween update)

Official Forge Level Design Panelist for Halo Outpost Discovery

June 2019

<https://www.youtube.com/watch?v=VnCum9AleIE>

Certifications:

Udemy

Level Design – Learn the
ART of Level Design

Level Designer – Installation 01

Feb 2023 – July 2024

Remote

Pioneered level design for Installation 01 Fan-made Halo Game in Unreal Engine (UE4 & UE5), crafting Halo-inspired maps optimized for competitive 2v2 play and scalable for 4v4+ formats.

- Mentored and onboarded junior level designers by communicating the project's design vision, ensuring cohesive map aesthetics that aligned with initial creative concepts.
- Collaborated with multiple design teams to integrate evolving gameplay systems and work-in-progress sandbox features into well-scaled levels.
- Leveraged GitHub for version control—with detailed commit documentation—and ClickUp for task tracking to simulate AAA workflows.
- Coordinated with the weapons team to refine gameplay mechanics by enhancing features such as the brute shot's ricochet capability, adjusting jump physics, and implementing functional player spawning, teleporters, and gravity lifts.

Forge Council (Volunteer) – Halo Studios

Mar 2022 – Present

Remote

Volunteered for Forge Council at Halo Studios as a QA and Level Designer, collaborating directly with 343 Industries to test and provide feedback on Halo Infinite's in-engine Forge toolset.

- Created and refined Forge maps during pre-release phases—contributing 3 maps to Halo Infinite's matchmaking rotation and 1 to Halo 5's—while supporting public multiplayer matchmaking.
- Participated in behind-the-scenes feedback sessions to improve the Forge toolset's design, art, and gameplay interactions based on creator needs.
- Collaborated with an artist to develop maps with varied aesthetics (e.g., sci-fi dieselpunk and Japanese themes) and ensure cohesive design integrity.
- Designed and implemented gameplay elements such as scripted Easter eggs with dynamic sound cues and progressive unlock features, optimizing level performance on Xbox consoles through careful lighting and collision management.

Additional Experience

Community Manager – Forgehub

Apr 2021 – Jun 2023

Remote

Community Managed and Created Content for a Level Design group centered around the Forge Community. This also extended to some Fortnite and counterstrike content creation.

- Created content involving Level design, this included interviewing fellow level designers, judging contests maps, writing feature videos and writing articles around the community and upcoming events within it
- Streamed content such as Designing Levels, gameplay during game-nights where we tested people's content, and detailed discussions about level design and the future of the community
- Interacted with the community across Twitter (X), Discord, and Voice Calls. This consistently involved Design talk and community updates, as well as answering questions related to the content we produced and contests.