

Christian Roby – Level Designer

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Skills

Unreal	Maya	C# & C++	Communication
Unity	Illustrator	Visual Scripting	Creative Thinking
Hammer Editor	Jira	Agile & Scrum	Adaptability

Professional Experience

[Small Indie Company](#) | Level Designer (Remote Contract) October 2025 - March 2026

We The People | Unreal 5

- Built blockmesh layouts using Unreal modeling tools
- Designed all aspects of the layouts from the top down map to the final blockout

[Bend Studio](#) | Level Designer (Remote Contract) August 2022 – February 2025

Unannounced Game | Proprietary Engine

- Created both manmade and natural POIs using in engine tools and Maya
- Pitched and owned the layout designs of multiple open world POIs
- Communicated design goals and concepts across disciplines in a large AAA team
- Collaborated closely with design and art teams to align the layout with the project's direction
- Utilized visual scripting to prototype interactive and dynamic elements
- Worked closely with QA to receive rapid feedback and allow for quick iteration

Other Projects

[Pirate Outpost](#), Independent Project July 2025

Fortnite POI | Unreal Editor for Fortnite

- Medium sized battle royale POI
- Utilized verticality to diversify gameplay
- Created defined combat zones with various entry points

[Urban Market](#), Independent Project January 2022 – May 2022

Call of Duty Inspired Level Blockout | Unreal 4

- FPS Deathmatch style map
- Created interactive elements with blueprints
- Iterated on the level based off feedback

Education

Champlain College, Burlington, VT Class of May 2022

Bachelor of Science Degree in Game Design GPA – 3.891

- Graduated Summa Cum Laude
- Participated in virtual Montreal experience, Spring 2021
- Member of Champlain College ice hockey and volleyball clubs

Interests

Dungeons and Dragons	CRPGs	Ice Hockey
Magic: The Gathering	Roguelikes	Volleyball