

ELIJAH KETCHERSID

LEVEL DESIGNER

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PROFESSIONAL PROFILE

Versatile, quality-focused developer and designer highly regarded for contributing to complex projects that meet demanding time restraints and exceed all expectations. Out-of-the-box thinker who champions innovative solutions to integrate best practices, drive continuous improvement, and mitigate risks. Sought for superb analytical acumen, with the ability to solve challenging problems using a combination of industry standard and cutting-edge technologies, delivering clean, well-structured code. Recognized for strong communication skills, with the capacity to lead and mentor diverse individuals while building productive, professional relationships.

CORE COMPETENCIES

- Cross-Functional Collaboration
- Strategic Planning/Execution
- Team Leadership/Training
- Environmental Aesthetics
- Gameplay Optimization
- World Partitioning
- Requirements Definition
- Asset Integration
- Version Control

EDUCATION

BACHELOR OF ARTS, 2024

KU Leuven – Leuven, Belgium

COMPLETED COURSEWORK IN COMPUTER SCIENCE, 2019

Truckee Meadows Community College – Reno, NV

ADVANCED HIGH SCHOOL DIPLOMA IN GENERAL STUDIES, 2018

Nevada Virtual Academy – Las Vegas, NV

CERTIFICATIONS AND TRAINING

- Network Pro Certification (C3R25)

WORK EXPERIENCE

VARIOUS ROLES, APRIL 2017 TO PRESENT

LEVEL DESIGNER/ENVIRONMENT ARTIST

- Spearhead the development and deployment of immersive and award-nominated game levels based on client-specified technical requirements, creative vision, and quality standards.
- Govern the allocation of available resources (material, equipment, human capital) to meet project demands.
- Apply expert-level knowledge of technical art and publishing high-performing levels while partnering with designers to elevate gameplay mechanics and aesthetics.
- Provide leadership, direction, and motivation to 40 team members, assuring alignment on expectations and objectives.
- Author and update meticulous documentation of issues encountered, root causes, preventive/corrective actions taken, and justifications thereof.
- Employ industry-standard tools to monitor version/source control and bring concepts to life.

FRACTIONAL UPRISING, REMOTE, JANUARY 2024 TO AUGUST 2024

SENIOR LEVEL DESIGNER

- Created the map for "Open Season" Battle Royale, which was showcased at GDWC 2024 as Finalist for Best Web3 Game.
- Leveraged advanced optimization techniques, including world partitioning, texture size reduction, LOD/HUD creation, and lighting adjustments, to enhance performance and meet technical requirements.
- Conceptualized the design for "WOW City" as an extension of the "Open Season" map to expand the gameplay environment.
- Established the Arts Department Pipeline to streamline asset integration and encourage collaboration between design, art, and technical teams to maximize overall production efficiency.

RAIJIN LABS, JUNE 2024 TO JULY 2024

LEVEL DESIGNER

- Oversaw the design and development of the map for the level "Last Stand," in the game Yaku at Gamescom BRZ 2024.
- Guided the implementation of industry-standard performance enhancements such as Nanite and Level Partitioning.
- Demonstrated up-to-date knowledge of relevant tools, technologies, and methodologies, including emerging best practices.
- Devised an intricate level layout inspired from Call of Duty to raise player engagement and evoke nostalgia.

HYPERSONIC LABORATORIES INC., DECEMBER 2023 TO MARCH 2024

SENIOR ENVIRONMENT ARTIST

- Supervised and directed a team of two level artists during existing production efforts, including workflow coordination/adjustment, task prioritization/delegation, and performance evaluation.
- Enforced adherence to the creative vision throughout the project lifecycle while exceeding company expectations.
- Attended and participated in high-level meetings with department leaders and stakeholders to define scope, report progress/status, and strategize upcoming initiatives.

AWARDS AND HONORS

- 2nd place in Best Web3 Game at the Game Development World Championship, 2024

PROFESSIONAL AFFILIATIONS

- Member of National Honors Society, 2018 to Present

VOLUNTEERISM

- WWMC, (World of Warcraft Modding Scene); help improve the game and teach others how to mod world of warcraft, 2020 to Present
- Fernley NV Middle School, 2019

ADDITIONAL INFORMATION

Technical Proficiencies: Linux, Inkarnate, Perforce, GitHub, Plastic, Unreal Engine

Interests: International travel, building computers, modding