

Elijah Ketchersid

Belgium (AMERICAN)

inquiry@elijahketchersid.com

+32 468 53 49 48

[linkedin.com/in/elijahketchersid](https://www.linkedin.com/in/elijahketchersid)

<https://elijahketchersid.com/>

Summary

Creative and adventurous ex-professional gamer with a passion for game design, currently completing my studies abroad, available this upcoming summer and beyond. With extensive experience collaborating with individuals, indie studios, and large emerging studios, I specialize in bringing your visions to life using Unreal Engine 5. My expertise lies in Level Design, including artistic and technical aspects that normal Level Designers wouldn't carry, such as understanding color composition, nanite and world partitioning, and understanding level flow. I have successfully trained and led numerous artists, demonstrating my leadership and mentorship abilities. I am confident that a conversation will reveal how well I can complement your team and contribute to your projects.

Experience

Level Designer

Kiarus Games

May 2024 - Present (1 month)

Working on UNDISCLOSED MAP.

Senior Level Designer

Fractional Uprising

Apr 2024 - Present (2 months)

- Created and Completed SuchWoWCity Location.

Company Owner

Tryhard Dev Studios LLC

Feb 2024 - Present (4 months)

This is my own company, which I am the owner of, building my passion project in my free time.

Level Design And Environmental Art

Freelance (Self employed)

Apr 2017 - Present (7 years 2 months)

- Designed and created engaging and immersive game levels for various platforms
- Collaborated with multidisciplinary teams to ensure levels met design goals and gameplay objectives
- Conducted extensive playtesting and iterated on levels to improve player experience
- Demonstrated quick learning and comprehension.
- Maintained a deep understanding of level design principles and industry trends to stay ahead of the curve.

Senior Environment Artist

Hypersonic Laboratories

Dec 2023 - Mar 2024 (4 months)

- Worked on CUSTOMSV2 map, later on merging into UNDEAD map.
- Completed UNDEAD map 2.
- Lead of two artists for UNDEAD map.
- Lead in the level design of UNDEAD map.
- All tasks completed within time constraints.

Senior Environment Artist

Fractional Uprising Studios

Nov 2023 - Feb 2024 (4 months)

- Although hired as an Environment artist, was also in charge of the level design.
- Completed Entire Fantasy Stylized Battle-Royale Map (Open Season).
- Completed Battle-Royale Lobby Map.
- Optimized maps with Nanite, Level-Streaming, LODs, and Foliage modifications.
- Occasionally accepting additional work to assist the studio.



Environment Artist

WorldBLD

Jun 2023 - Nov 2023 (6 months)

- Contracted to assist on an Open World Environment.
- Completed a full Realistic Manhattan-inspired environment alongside the owner of WorldBLD, by doing the placing the environment art as well as the level design.

Lead Level Artist

Tryhard Dev Studios

Sep 2020 - Oct 2022 (2 years 2 months)

- Led a team of level artists and provided guidance and direction to ensure high-quality game environments
- Collaborated with game designers, artists, and programmers to ensure levels were visually appealing and met gameplay goals
- Maintained project schedules and budgets to ensure on-time delivery of assets and levels
- Demonstrated proficiency in custom fantasy design tools and techniques for level art creation and optimization
- Mentored and trained junior artists to improve their skills and foster their professional growth.

Education



KU Leuven

Bachelor's degree, Theology/Theological Studies

2020 - 2024

Studying at KU Leuven for a Bachelor of Theology and Religious Studies has provided me with a strong foundation in critical thinking, analytical reasoning, and research skills. These transferable skills are highly valued in a variety of industries, particularly those that require attention to detail, complex problem-solving, and the ability to synthesize information from multiple sources. Additionally, my studies have given me a unique perspective on cultural diversity and a deep understanding of different religious traditions, which can be valuable in careers that involve working with diverse populations or in

multicultural settings. Overall, my degree from KU Leuven can help position me for success in a wide range of career paths.



Truckee Meadows Community College

Computer Science

2018 - 2019

I completed one year of computer science at Truckee Meadows Community College, where I gained a foundation in understanding of computers. During my studies I had obtained a Certification of "Professional Networker" in computer networking, which equipped me with the skills to design, implement, and maintain computer networks, troubleshoot network issues efficiently, and build relationships with individuals from diverse backgrounds. This academic experience has given me a solid technical foundation and strong networking skills that I can apply in various industries, particularly in technical and IT-related roles.



Nevada Virtual Charter School

Advanced High School Diploma, General Studies

2014 - 2018

Through the online learning platform, I developed self-discipline, time management, and effective communication skills, which are invaluable assets in any career. Additionally, I participated in extracurricular activities such as volunteering for community service projects, which honed my leadership and teamwork abilities. In addition, I had the privilege of joining the honor society. My high school experience has shaped me into a lifelong learner and prepared me to succeed in higher education and the workforce.

Licenses & Certifications



Network Pro Certification - TestOut Continuing Education

C3R25

Skills

Perforce • HackNSlash • Github • UE5 • Nanite • Level Art • Level Design • Environment Art • Team Leadership • Computer Networking