

CARTER HOKE

GAME & LEVEL DESIGNER

[Carter Hoke on LinkedIn](#)

carterhoke@gmail.com

Hoke.dev/portfolio

SKILLS

- Rapid Prototyping
- Rapid Whiteboxing
- Quality Assurance
- Design Documentation
- Interpersonal Communication
- Team Management

TOOLS

- Unreal Engine 5
- Unity Engine
- Unreal Editor for Fortnite
- Maya
- Figma
- Perforce

PROJECTS (ACADEMIC AT DIGIPEN)

Eyes of the Forest, Level / Encounter Designer, Unreal Engine 5, Team of 26

September 2025 - June 2026

- Led the refactoring & rebuilding of a full encounter, from ground up blockout, to final polish stages.
- Refined 2 other stealth gameplay encounters, collaborated with 3 other level designers to ensure cohesion throughout levels.
- Tweaked environment assets, gameplay triggers, and narrative beats based on user feedback to create salient level spaces.
- Polished and finalized level spaces and gameplay, leading to a Steam release June 2026, earning 22,000+ downloads.

Barton, Lead Level / Puzzle Designer, Unreal Engine 5, Team of 21

September 2024 - April 2025

- Whiteboxed environments, and iterated on spatial design based on user feedback to improve level and puzzle understandability.
- Sculpted level spaces that allowed the player and an AI companion contextualize with, explore, and build a relationship within.
- Conducted weekly playtesting, user research reports, & two qualitative research studies on level saliency over time; and user experiences of briefed vs blind play throughs, providing actionable user feedback for my team.

Specter Inspector, Design Lead & Level Designer, Custom Engine, Team of 8

September 2023 - April 2024

- Led a team of designers and collaborated with engineers to build and ship an experimental 2D horror game to Steam.
- Rapidly prototyped game mechanics and gameplay features, to create compelling gameplay.
- Iterated on encounter design, pacing, and gameplay mechanics to cultivate engaging spaces to navigate through.
- Serialized and integrate level tilemaps into our custom engine.

WORK EXPERIENCE

Teaching Assistant: Level Design Principles, DigiPen Institute of Technology, Redmond, Washington

January 2023 - April 2023, January 2024 - April 2024

- Assisted junior design students with their understanding of 2D and 3D level design basics & best practices.
- Provided feedback on 2D platformer level utilization of skill themes, and 3D walking sim level flow and pacing.
- Assisted in students' level production every step of the way.

Minecraft Environment & Terrain Creation, Freelance via Fiverr, Remote

June 2021 - July 2022

- Worked for 25+ international, and domestic customers via Fiverr, to create custom, large-scale high detail Minecraft terrain maps.
- Created projects for educational, active servers, and individual uses.
- Proficiency in schematic creation, solo project management, world & terrain creation software, WorldPainter.

HIGHER EDUCATION

DigiPen Institute Of Technology, Redmond, Washington:

Bachelors of Arts in Game Design, Graduated April 2026

August 2022 - April 2026

- Specialized in level design and user research principles.

Olympic College, Bremerton, Washington:

Associates of Arts, June 2022

September 2020 - June 2022

- General higher education with a focus in screenwriting.

EXTRACURRICULARS

- Spoke on a panel at the **2025 LVLUP Expo**, with teammates discussing AI integration in our project, Barton.
- Producer & game designer, **2024, 2025, & 2026 Global Game Jam**, ensuring effective pipelines across art, engineering, and design disciplines.
- Design intern for Indiecade's **2024 Climate Jam**.
- Conducted mass public pre-release playtesting for Eyes of the Forest, **2026 Washington State Gaming Expo**, boosting project visibility, and Steam wish lists.