

Alan Lemerande

Level Designer

alanlemerande.com | alemerandei@smu.edu | [linkedin.com/in/alan-lemerande/](https://www.linkedin.com/in/alan-lemerande/)

Solo Projects

Unburied: Styrnik's Crypt

Skyrim — Creation Kit — Solo Project — 2025 — [Nexus Download](#)

- Analyzed existing dungeon layouts to improve flow and composition.
- Built interior spaces with logical prop placement and clearly defined POIs.
- Used lighting and architectural framing to guide player movement.
- Balanced enemy encounters around movement space and terrain variety.
- Iterated layout using player feedback to improve navigation and engagement.

Light's Edge

Dying Light — Dev Tools — Solo Project — 2024 — [Steam Download](#)

- Designed mobility-focused spaces with layered paths for parkour and traversal.
- Created player guidance through environmental cues instead of objective markers.
- Built ruined spaces to suggest world backstory through environmental detail.
- Introduced gameplay pacing shifts to vary tempo and maintain player interest.
- Constructed gameplay spaces with consistent logic and spatial cohesion.

A Little Loopy

Fallout 4 — Creation Kit — Solo Project — 2024 — [Nexus Download](#)

- Developed original level concept and primary POI in a detailed design document.
- Integrated peer feedback to refine layout and encounter structure.
- Created environments with distinct visual, audio, and thematic elements.
- Designed multiple navigation paths to encourage exploration and player agency.

Team Projects

Imvi: Echoes of Harmony

SMU Guildhall — UE5 — 23 Developers — Aug – Dec 2024 — [Steam Download](#)

- Designed gameplay spaces in collaboration with level and narrative designers.
- Scripted player progression and feedback systems using UE5 Blueprints.
- Wrote in-game dialogue and lore to support environmental storytelling.
- Developed UI elements supporting gameplay flow and narrative clarity.
- Iterated progression and UI systems based on team input and QA feedback.

Festival

SMU Guildhall — UE5 — 47 Developers — Jan – May 2024 — [Steam Download](#)

- Designed racetrack environments using UE5 landscapes and modular asset kits.
- Contributed to team discussions on UI clarity and player-facing design goals.
- Led QA playtests and applied findings to improve layout and player experience.
- Refined layout and prop placement to improve track readability.
- Iterated design based on team feedback, focusing on flow and key POI visibility.

Education

Southern Methodist University – Guildhall – 2025

Master of Interactive Technology in Digital Game Development

Antioch University – 2022

Bachelor of Arts in English Literature

Game Engines & Editors

Unreal Engine 5

Unity 6

Creation Kit (Skyrim, Fallout 4)

Hammer (Half-Life 2)

Dev Tools (Dying Light)

NetRadiant (Xonotic)

Pico-8

Programming & Scripting

Visual

Blueprints (UE5)

Text-Based

C# (Unity 6)

Papyrus (Creation Kit)

Lua (Pico-8)

Entity-Based

Hammer (Half-Life 2)

NetRadiant (Xonotic)

Game Design Skills

Environment Design

Combat Design

Technical Design

Systems Design

Narrative Design

Visual Scripting

QA Testing

Tools & Software

Visual Studio

Adobe Illustrator

Microsoft Office

3DS Max

Perforce

Jira

Awards

Winner – *GDC 2025*

Game Narrative Review

Interests

Writing Poetry

World Travel

Home Cooking

Playing Guitar

Mountain Biking