

# Dalton Hyde

Level Designer

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## Senior Level Designer

*Unannounced Project &  
Ghosts of Tabor*

### Combat Waffle

October 2025 - Current

**Engine:** Unreal Engine 5

**Genre:** Live Service 1st Person  
VR Extraction Shooter

- Redesigned the most popular Ghosts of Tabor PvP live service maps to increase overall player engagement by creating collaboration-friendly top-down layouts and blockouts that other internal Pods brought to shippable quality, including improvements in flow, layout, enemy spawn locations, and cover, while tying in iconic environments from previous patches to support narrative storytelling
- Mentored Junior Level Designers to guide them on best practices, help them improve work quality, and streamline their processes
- Collaborated with the Creative Director and environment art teams to align asset creation with level design and art to best support world construction
- Crafted engaging co-op combat moments, balancing mission-based fights with ambient world spawns for consistent player engagement
- Responsible for creating and maintaining the persistently loaded world level, handling everything from layout and pacing, to dynamic Pol spawns, combat and mission integration, and final art with lighting passes.
- Built 5 unique Points of Interest (Pols), from basic blockouts in pre-production to fully arted playspaces, including multiple layout variants to support scaling combat intensity
- Established and maintained documentation to build healthy communication across departments, including creating pipelines between mission design, level design, and level art, in preparation for a full World Creation team

## Level Designer

*Borderlands 4*

### Gearbox Software

January 2022 - September 2025

**Engine:** Unreal Engine 5

**Genre:** Open World 1st Person  
Co-Op Looter Shooter

- Owned one of the eight open world regions and 6 subregions from pre-production to finalizing optimization, driving the vision for player navigation, POIs, dynamic events, collectibles, and engaging co-op combat within them by highlighting player choice and encouraging exploration.
- Designed co-op combat arenas with boss designers that highlighted the unique mechanics of each boss, including environmental hazards, destructible and non-destructible cover, and areas for player evasion.
- Created environmental storytelling moments to support collectibles, combat, open world areas, and loot through strategic kitbashing and use of modular kits.
- Contributed to a specialized strike team with senior talent and directors to establish a vertical slice of the open world and its associated story moments for both the team and the publisher to understand the final expected experience.
- Supported environment artists, mission designers, lighting artists, and outsourcers to quickly iterate and improve the game by prioritizing player experience, flow, space composition, and visibility through regular feedback.
- Utilized playtest data to identify and address bottlenecks, common player frustrations, and areas for improvement.
- Implemented and refined enemy encounters, considering placement, patrol paths, sightlines, combat flow, and cover throughout multiple regions.
- Performed extensive optimization to buildings and natural landmarks by implementing custom collision to enhance game performance and reach the 60 FPS goal.
- Created detailed white-box levels and action blocks to test gameplay mechanics, POI placement, and world flow while focusing on speed and quality.
- Developed and maintained clear level design documentation of the spaces to help unify the team's vision.

## Skills

- Open World Design
- 3D & 2D Level Design
- Combat Design
- Game Design
- Mission Design
- Level Art & Kit Bashing
- Unreal Blueprints
- Environmental Storytelling
- Collaboration
- Optimization
- Playtesting & Feedback
- Documentation

## Tools

- Unreal Engine 5 & 4
- Unity
- Photoshop & Illustrator
- Git, Perforce, & Tortoise
- Jira / Agile Development
- Maya



## Education

**M.S. - Interactive Entertainment: Level Design** | Florida Interactive Entertainment Academy, University of Central Florida | December 2021

**B.A. - Digital Media: Game Design** | University of Central Florida | May 2020