

SKILLSET

Hard Skills



Level Design



Game Design and Processes



Design Documentation



Unreal Engine



Atlassian

EDUCATION

Bachelor of Science in Game Design

Full Sail University

May 2022 – Oct 2024

Bachelor of Fine Arts in Musical Theatre

University of Texas at Arlington

August 2016 – May 2020

WORKSHOPS

Game Development Workshop

UTA Libraries - Consultant

Board Game Development Workshop

UTA Libraries - Host

Open Access Week: Licensing in Games – The Making, Distribution, and Licensing of Games

UTA Libraries - Speaker

TRISTAN ARNOLD

Game Designer

I'm an embrace-the-constraints problem solver who is always looking to learn new skills, tools, and processes. I'm results-driven, committed, and meet challenges head on. My skillset includes researching, workshopping, creating block-outs, and node-based visual scripting.

Experience

Nog Nightmare | Level Designer (Arena Stealth) | [Link](#)

- Dark Jam 3 | December 2024
- **Worked with seven colleagues** to create a game **fitting a theme within one week**.
- **Designed a floor plan and blockout** utilized for the level geared towards **replayability and dynamic environments**.
- Worked with fellow designers to **ensure the team's creative vision** had clearly defined **rules and mechanics** that **fit the theme of "Festive Horror"**.

Poltergeist Party | Level Designer (Linear) | [Link](#)

- University Capstone | June 2024 – October 2024
- **Gathered references** and **created a flowchart** detailing **action blocks and pacing**, keeping **player progression and difficulty** in mind.
- **Designed obstacles** central to the **theme of the game**.
- **Collaborated with a team of three designers** throughout the project using **Atlassian Jira and Confluence**, later incorporating **three artists** with the goal of **improving the visuals while facilitating cooperation and creative expression**.

Origins | Environmental Designer (Linear) | [Link](#)

- Global Game Jam | January 31st 2023 – February 4th 2023
- **Delegated duties** with a randomly selected team.
- **Gathered reference pictures** and **reported progress daily**, checking in with team head to **ensure a unified vision**.
- **Utilized source control** to work as a team and keep track of updates.

Uprising | Game Designer (Arena) | [Link](#)

- Board Game I November 2022 – December 2022
- **Prototyped** an original board game design.
- Refined mechanics and balancing **based on playtesting feedback**.
- **Embraced risk** to ensure the experience was as fun as possible.