



# Elliot Jermy

## Level Designer

[elliottjermy.wixsite.com/portfolio](http://elliottjermy.wixsite.com/portfolio)

[elliott.jermy@outlook.com](mailto:elliott.jermy@outlook.com)

[linkedin.com/in/elliott-jermy/](https://linkedin.com/in/elliott-jermy/)

## Experience

### Designer & Producer

**Zeta Games - (Indie Startup April 2023 - Present)**

"Raccoon Ruckus" - In Development

"Steambots" - In Development

"Game Dev Tycoon" (UEFN) - Released

**Co-founded an indie game studio, leading the level and game design of multiple projects:**

- Pitching and exploring game ideas and concepts.
- Collaborated with the a multidisciplinary team to establish workflows.
- Iterating designs based on player and team feedback.
- Attended a variety of events, showcasing prototypes to the public.
- Level blockouts, puzzle design, gameplay balancing, UI design, QA testing and bug reporting.

### Deputy Store Manager | Shift Manager | Colleague

**Lidl GB - (May 2019 - Present)**

**Leading a diverse team in a fast-paced, retail environment, delegating tasks and ensuring compliance:**

- Responsible for running the store in the absence of the Store Manager.
- Creating action plans to achieve targets and KPIs.
- Training and development of new and existing staff .
- Delivering performance and productivity on a daily basis.

### Designer

**University Client Project - (September 2021 - June 2022)**

"Downwind"

**Designed and created assets in Unity for a client based project as part of a team of 11:**

- Concepted and documented the core gameplay loop.
- Created 2D pixel assets for use in-game.
- Designed and programmed all UI elements using C#.
- Communicated effectively with the client, iterating design aspects to fit the brief and respond to feedback.

## Education

**Computer Games Technology BSc (Hons)**




**First Class** (Design Pathway)

University of Portsmouth (2019-2022)

## About Me

A highly motivated Level Designer with experience collaborating on multiple projects.

## Skills

- Level Design  Unreal Engine 5
- Greyboxing  Unity
- Documentation  Photoshop
- Communication  Illustrator
- UI Design  Premiere Pro
- Graphic Design  Jira
- Basic C++ & C#  Confluence
- UE5 Blueprints  Github
- Video Editing  Microsoft Office

## Awards

- UK Startup Awards South-East 2025 - 'Creative StartUp Finalist', 'Media & Entertainment StartUp Finalist'
- Tranzfuser 2023 - **Winner**
- Game Parade Spring 2022 - 'Best 3D Art', 'Best Level Design,' Most Commercially Viable,' 'Best Overall - Community Vote'
- University of Portsmouth Game Jam 2022 - 'Best Overall', 'Best Game Design', 'People's Choice'

## Hobbies & Interests

D&D, Lego, Marvel, Gaming