JESSICA NALBACH

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Passionate. Organized. Always looking to learn.

SKILLS

World Design	Level Design	
Terrain Sculpting	Set Dressing	
Tools Design	Project Organization	
Pipeline Management	Line Producing	

SOFTWARE

Unreal	Proprietary Game Engines
Terrain Editor	AutoDesk Maya
World Machine	Unity
Adobe Photoshop, Illustrator & After Effects	

EXPERIENCE

Level Designer
MindArk PE, Gothenburg
Feb 2022- Aug 2023

Level Design, World Building, Terrain sculpting, Tools Design
- Create world design structure for planet
- Biome themes & concept
- Design tools for new engine plug in
- Squad representative

Level Designer
Arrowhead Studios, Stockholm
Feb 2021- Nov 2021

Level Design, Terrain sculpting, Objective Design
- Create locations to populate a procedurally generated world.
- Grey boxing, set dressing, objective prototyping

Jr. World Designer
Avalanche Studios, NYC
Nov 2017- July 2019

World building, Terrain sculpting, AI Authoring, Set Dressing
- Populate vast open world with small towns, small combat zones, farms, and various points of interest to give world more life.
- Collaborate with other departments to maintain 300+ locations.

PROJECTS

2021 Helldivers 2- Arrowhead Studios- World & Level Designer
Third person coopertive shooter, procedurally generated open world
Level design, Terrain sculpting, Mission Design & Balanacing, Scripting

2019 The Reef Project- Blue Fin- Producer, Creative
A passion project of a fully interactive VR installation to promote awareness of Coral Reef Health Decline
Produced and created a VR game pitch for Maui Ocean Center.

2019 Just Cause 4: Danger Rising DLC- Avalanche Studios- Environment Artist
Single Player, Third Person, Action Adventure, Open World, Sandbox
Set dressed all new level content.

2019 Just Cause 4: Los Demonios DLC- Avalanche Studios NYC- Level Design
Single Player, Third Person, Action Adventure, Open World, Sandbox
Designed and authored level layout with combat and asset creation assisting.

2018 Just Cause 4- Avalanche Studios NYC- World Design
Single Player, Third Person, Action Adventure, Open World, Sandbox
Terrain Sculpting, Town Layout, Set Dressing, AI Authoring, Asset Creation

EDUCATION

2017 School of Visual Arts, BFA Fine Arts
Major: Computer Art