

BRANDON SEBASTIAN

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SKILLS



LEVEL
DESIGN



GAME
DEVELOPMENT



VISUAL
SCRIPTING



STORYTELLING

TOOLS



UNREAL
ENGINE



BLENDER

EXPERIENCE

STUDENT ADVISOR/LAB TECHNICIAN - VERTEX SCHOOL

March 2024 - PRESENT

- Facilitate weekly class sessions where current students of the Game Development Program gather to learn and understand how to use the Unreal Engine.
- Interact one-on-one with students by offering up troubleshooting tips, walking through custom demos, and navigating the curriculum.

EXECUTIVE CHEF/OWNER - RED DOOR DINING CATERING

2010 - 2021

- Organized and operated hospitality events ranging from high-end private dinners to weddings, from office parties to meal deliveries, prioritizing marketing, billing, meal preparation, and customer service.

PROJECTS

ECHOES OF EXTINCTION

November 2024

- Level Design Jam Submission : Solo-Developer, Level Designer, Programmer. This project showcased my experience and creativity with visual storytelling, and engaging player character pathfinding.

FUN TIME BOX GAME

September 2024

- GMTK Game Jam Submission : Solo-Developer, Level Designer, Programmer. A fun little game about falling boxes and avoiding fire in a factory.

LAST RESORT LAKE

September 2023

- Third Person Shooter : Solo-Developer, Level Designer, Programmer. An arcade-style shooter starring mutants, soldiers, and portals in a beautiful lake setting.

EDUCATION

VERTEX SCHOOL - GAME DEVELOPMENT PROGRAM

June 2023

- Completed 9-month Unreal Engine Generalist Program gaining knowledge in blueprint coding, procedural generation, character animation, material creation, gameplay mechanics and systems.
- Completed 6-week class centered on Portfolio Creation, and a 12-week course intended to simulate work inside an actual studio setting where I took on the role of Level Designer for a group project.
- Took part in Alumni Teaching Program, and conducted open labs for students who needed help with their curriculum or who wanted to further their education inside the Unreal Engine.

CGMA - LEVEL DESIGN BOOTCAMP

July 2025

- Am currently enrolled as a student learning what it takes to be a professional Level Designer for video games.
- Completing weekly Level Design challenges that push my understanding of visual storytelling, gameplay management, asset implementation, and world building.

CERTIFICATION

VERTEX SCHOOL - UNREAL ENGINE GAME DEVELOPMENT

March 2024

Certificate of Program Completion

GA INSTITUTE OF TECHNOLOGY - FULL-STACK WEB DEVELOPMENT

June 2023

Certificate of Program Completion