

RYAN CULLUM

LEVEL DESIGNER

ABOUT ME

Level Designer with 5 years of experience, leveraging my technical background to rapidly prototype level content and build internal tools. I currently work at Airship Syndicate, where I shipped Wayfinder and am working on an unannounced single-player isometric RPG.

PROFESSIONAL SKILLS

TOOLS

- Unreal Engine 5
- Unity
- Perforce
- Blender
- Inkscape/Illustrator

PRIMARY

- Open World Design
- Level Design
- Technical Design
- Event Design

SCRIPTING/CODE

- C++/C#
- Unreal Engine Blueprint,
- GDScript

CONTACT ME!

✉ racullum@gmail.com

☎ 1-870-799-4742

💻 ryanmakingthings.com

EXPERIENCE

Airship Syndicate

Level Designer (Dec 2021 - Present)

- Design level layouts for open-world environments.
- Script ambient combat encounters, quests and AI behavior using Unreal Gameplay Ability System (GAS).
- Develop in-house tools and debugging utilities using Unreal C++ and Blueprints.
- Responsible for scripting dynamic events and environmental systems for multiplayer environments.

Mantra

Level Designer (Sept 2020 - Dec 2021)

- Designed complete FPS level layouts from concept to final implementation.
- Rapidly prototyped environmental puzzles and level mechanics.
- Scripted level progression and combat encounters.
- Set metrics, led reviews, and conducted playtests for ten-person team.

ELVTR

Assistant Instructor (May 2024 - Oct 2024)

- Assisted in teaching core game design principles, including level design, scripting, and Unreal specific engine knowledge.
- Supported lead instructor by grading assignments, providing feedback and technical assistance for students.
- Helped structure course materials, participate in Q/A sessions during class, and guest lectured on Level Design.

PERSONAL PROJECTS

Variables Debugger (July 2025)

- Open-source Unreal Engine 5 plugin enabling live variable editing during gameplay, streamlining testing and iteration for developers.
- Created modular widget system that lets developers map properties to custom UI elements and extend functionality.

EDUCATION

B.S. Computer Engineering

University of Arkansas (Aug 2013 - May 2017)

- Hardware-focused degree.
- Classes included Embedded Systems and Algorithms, which were taught in C/C++.