Richard Pau | Level Designer

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WORK EXPERIENCE

Level Designer II | *Crystal Dynamics* | [Tomb Raider Catalyst]   2022 – 2025

- **Pipeline Optimization:** Spearheaded the standardization of gameplay metrics and validation workflows, resulting in a 50% reduction in reported gameplay bugs and significantly reduced iteration time
- **Level Production:** Owned the end-to-end design for 20+ side tombs, successfully delivering 5 to Alpha quality prior to the first vertical slice production milestone
- **System Design:** Prototyped and scripted 30+ unique puzzle interacts/objects that provide puzzle variety and allow developers to dynamically scale puzzle difficulty
- **Documentation:** Authored comprehensive design documentation, including top-down flow maps and object behavior specs, to align Engineering, Art, and Animation teams on puzzle flow and dependencies
- **Team Collaboration:** Fostered a collaborative environment by establishing peer-review sessions that encouraged cross-disciplinary ownership and resource sharing

Level Designer I | *Crystal Dynamics* | [Marvel's Avengers / Shadow of the Tomb Raider]   2016 – 2021

- **Live Service Content:** Designed multiplayer objectives and layouts for live-service updates, focusing on player retention and cooperative gameplay mechanics
- **Combat Design:** Prototyped early combat encounters to stress-test AI behaviors, identifying system limitations and defining best practices for the combat design team
- **Technical Implementation:** Collaborated with Engineering to implement and showcase new water physics technology within complex side-tomb puzzles

Environment Artist | *Crystal Dynamics* | [Rise of the Tomb Raider / Lara Croft Temple of Osiris]   2013 – 2016

- **Modular Construction:** Partnered with Level Design to create the "Kitesh" city modular kit, enabling the assembly of the entire game hub
- **Future-Proofing:** Established modular building techniques that became key technical pillars for future projects
- **Level Composition:** Expanded and improved the composition of 10+ reward rooms, including level layouts and set dressing
- **Mentorship:** Mentored several junior developers who eventually progressed to Senior roles leading their own teams

SKILLS & TOOLS

- **Core Skills:** Level Design, Visual Scripting, White boxing, Pacing, Encounter Design, Modular Kit Construction
- **Software:** Unreal Engine 5, Horizon 2, Maya, Perforce, Jira, Confluence, majority of Adobe multi-media

EDUCATION

The Art Institute of California Los Angeles   2011
- *Bachelor of Science in Game Art & Design*
- GPA - 3.4

AWARDS

- Outstanding Achievement in Game Art and Design