

Richard Pau | Level Designer

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Senior Level Designer with 12 years of AAA game development experience — including 9 years in dedicated Level Design roles — across the Tomb Raider franchise and Marvel's Avengers, specializing in modular level systems, encounter pacing, and puzzle design. Co-developed a hex-based level assembly system on Rise of the Tomb Raider that was later expanded into Avengers' live-service mission architecture and led authoring standards on Tomb Raider: Catalyst that enabled a 5-person team to deliver 20+ side tombs to first-functional in 2 years.

WORK EXPERIENCE

Independent Study & Portfolio Development 2025 - Present

- Completed a Game Design Skills program in level design; produced an original 3rd-person action-adventure level (*One Step Forward*) covering full pipeline from LDD through blockout, playtesting, and iteration.

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

- Established authoring standards for asset placement, collision-safe geometry, and player pathing across side tomb production, cutting reported gameplay bugs by 50%; enabled a 5-person team to deliver 5 tombs to Alpha in 1 year, 20+ to first-functional in 2
- Designed 10+ modular puzzle object types (doors, movable carts, collectible-triggers) with 30+ configured behavior variations, enabling combinatorial puzzle variety across 20+ tombs from a shared object library
- Built and maintained a team-wide production tracking system (Confluence) mapping each side tomb's theme, difficulty, and puzzle object dependencies by phase, and documented puzzle solutions for cross-team reference and QA build verification
- Led weekly cross-discipline standups and initiated Slack threads to solicit input from Engineering, Art, and Animation — directly informing trap designs and gameplay object behavior based on team feedback

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

- Expanded a hex-based level assembly system into a live-service mission production pipeline, defining connection rules for level borders, elevation variation, and environment theming to enable rapid construction of hundreds of unique missions (*Avengers*)
- Designed player objectives and mission layouts (defense, destruction, puzzle-gated vaults) for live-service content, and tuned enemy composition and encounter pacing as new enemy types entered development (*Avengers*)
- Authored traversal paths for all playable heroes, tailoring level geometry to each character's unique ability set (wall-cling, swing, flight, and more) (*Avengers*)
- Collaborated with Engineering to integrate a new water system featuring buoyancy-driven lift and current, designing a puzzle where rising water raised the raft to open a gate while current carried it to shore (*Shadow*)

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

- Spearheaded a construction technique — conceptually like Unreal Engine's level instancing — treating structures as reusable instances to populate Rise of the Tomb Raider's hub city, years before native instancing support
- Played a key role in developing a hex-based level assembly prototype for Rise of the Tomb Raider DLC — helping define gameplay placement and hex-to-hex connectivity rules — a concept later greenlit and expanded into Marvel's Avengers' live-service mission architecture
- Designed and expanded 16 tomb reward rooms into branching, ability-gated spaces, and redesigned a tomb's closing sequence from a flat run to a multi-beat escape (mid-sequence collapse, current-driven swim to shore) — reworking level pacing and layout for a stronger climax
- Mentored 3 junior artists through the studio's formal pairing program; each later advanced to Senior or Lead roles

SKILLS & TOOLS

- **Engines/Tools:** Unreal Engine 5, Horizon 2, Maya, Perforce, Jira, Confluence, Adobe Creative Suite
- **Scripting:** Blueprints / visual scripting (basic) | **Personal Projects:** AGLS 1.7

EDUCATION

The Art Institute of California Los Angeles | Bachelor of Science in Game Art & Design | 2011
