

Oscar Bax

Level Designer | Based in Southampton

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I have been designing games and maps for well over a decade, gaining experience and ideas at a hobbyist level, continuing to refine my skills during university, before breaking into the games industry in 2022 and designing levels professionally at Freejam and Funselektor.

EXPERIENCE

Funselektor — Level & Game Designer (Contract)

FEB 2025 - PRESENT

- Designed & created 3 large-scale open world levels for the upcoming offroading game 'Over the Hill' and iterated based on playtest feedback.
- Decorated the environments with procedural prop placement and texturing tools as well as hand-placed props, dioramas and rocky challenge trails.
- Created and managed design documents for various gameplay features, iterated and modified final designs based on feedback from design meetings.
- Worked with the community manager to create some short-form video content of the level creation process and tools.

Freejam — Level Designer (2023-2025) / Jr. Level Designer (2022-2023)

MAY 2022 - JAN 2025

- Took responsibility for the level design of 3 different titles.
- Created original level blockouts for a variety of PvP and PvE gamemodes.
- Wrote design documents and took ownership of various gameplay features.
- Hosted kick-off meetings for each of my designs to present concepts to coders and artists.
- Spearheaded the shift from a custom tile-based world editor to using procedural landscaping tools.
- Often hosted our in-house playtests, ensuring an organised approach to make the most of our sessions.
- Created and maintained the first iteration of the AI Behavior Tree for our online matchmaking bots.

EDUCATION

Bournemouth University — BSc, Games Design — First Class

2018 - 2021

During my studies at BU my passion lay in level design, but I utilised the degree to also improve my skills in game and UX design. .

- Designed and co-created a board game project.
- Designed & created an intuitive game interface for our UI module.
- Took the role of team lead, and wrote our 'design bible' on our year 2 group project.

DESIGN SKILLS

Game & Level Design

Level Blockouts

Testing & Balancing

Iterative Design

User Experience

Mechanic Design

SOFTWARE EXPERIENCE

Unreal Engine

Unity

Blueprint & Scripted Events

Perforce

Jira & Confluence

Blender

Adobe Photoshop

Google Sheets

Liquid Planner

Source SDK

GENERAL SKILLS

Problem Solving

Strong Communication

Teamwork

Organization

Attention to Detail