

Devon Wiersma

Sr. Level Designer

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Portfolio: www.devonwiersma.games

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Professional Experience

Solo Developer (Various) February 2020 - Present

- Independently developed, funded and shipped six indie games in five years.

Course Director (Collaborative Game Dev.) - York University January 2024 - Ongoing

- Mentors and guides students developing games in a group context.
- Presents weekly lectures on a wide range of game development topics.

Lead Game Developer (Unannounced Project) - Cat Samurai Games November 2024 - May 2025

- Lead development of a funding prototype in Unity for a narrative action-stealth title.

Senior Level Designer (Cancelled Project) - The Beans Team May 2021 - February 2023

- Designing and scripting high-intensity combat levels in partnership with Devolver Digital.

Mission Designer (Far Cry 6) - Ubisoft Toronto September 2018 - May 2021

- Using a proprietary game engine, designed missions utilizing an in-house visual scripting toolset.
- Communicated and coordinated content creation with a multidisciplinary team.

Level Designer (Riverbond) - Cococucumber January - May 2017

- Designed isometric levels for a casual co-op action hack-and-slash game for consoles and PC.

Level Designer (Dragon of Legend) - Thrive Games June - September 2016

- Created combat encounters and developed pipelines for a top-down MMO using proprietary tools.

Education Experience

The Architectural Imagination (Certificate) (HarvardX) 2019

Bachelors of Arts in Game Design (Sheridan College, GPA: 3.85 / 4) 2014-2018

Art Fundamentals (Certificate) (Sheridan College) 2013-2014

Volunteer Experience

Student Mentor - 2018-Present

Speaker - Various (Ongoing)

- Presented educational lectures on game development at industry events and post-secondary institutions.