Westin Baker
Game Designer

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Work Experience

Game Design Instructor - STEM Forged   May 2023 - Present

- Teaching classes of students K-12 about **game design, level design, and game mechanics** utilizing a proprietary game engine within the **Unity game engine**
- Implemented an extensive and comprehensive lesson plan and guided the students with **personalized learning experiences** to create unique levels

Academic Experience & Projects

Game Designer   Jan 2024 – Present

Fish are Friends | Unreal Engine 5   (Team of 2)

A Jetpack Joyride-inspired endless runner (expected release Q4 2024)

- Developed a **2D character controller** from scratch that uses **simulated physics** to handle **character movement** and functions seamlessly with in-game power-ups and enemies/obstacles
- **Prototyped and designed level** with **intuitive difficulty scaling** and randomized attack and obstacle patterns for a unique and challenging experience each run
- Implemented **in-game shop** with purchasing capabilities and **saved game data** for players to use collected coins for items and **view game progress**
- Crafted **widget blueprints for UI** during the game and for various menus, ensuring players have an **optimized and intuitive experience**
- Expected release on **Steam** Q4 2024.

Technical Game Designer   Aug 2022 – May 2023

Fasteroid | Unreal Engine 5   (Team of 8)

An F-Zero-inspired arcade racer

- Implemented and iterated on the design of an **anti-gravity vehicle system** ensuring a smooth and thrilling gameplay experience
- Extensively **play-tested and fine-tuned vehicle system** to **optimize gameplay** and **created a unique boost mechanic** for skill-based racing
- Crafted blueprints for an **AI/COM racer** with refined movement to give players a **balanced level of difficulty**
- Collaborated with team members to **implement game assets** and worked closely with 3D modelers to create a **level design** that synergizes with the vehicle movement

Game Designer - Purdue Graduate Research   May 2022 – Aug 2022

Green Hydrogen Project   (Team of 4)

- Collaborated with team members using relevant means to take a game from paper to conception using the **game design pipeline**
- Developed a **game economy** that uses currency to educate players on the effects of various energy sources
- Thoroughly **tested and iterated game mechanics** to provide **balanced gameplay**

Achievements

Dean's list
University Honors College

Skills

Software and Tools

Unreal Engine 4 and 5 | Unity | Maya | Aseprite | Photoshop | After Effects | FL Studio

Languages

C++
C#

Non-technical

Public Speaking
Organizational Leadership
Communication
Teamwork

Education

Purdue University '19 – '23

Bachelor of Science in Computer Graphics in Game Design and Development

Personal

Interests

Sound Design
Soccer
Pickleball
Longboarding
EDM

Connect