

# DANIEL WHITWORTH

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📍 Seattle, WA

🌐 [www.danielwhitworthdesign.com](http://www.danielwhitworthdesign.com)

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## SOFTWARE

- > Unreal Engine 4 and 5
- > Design Tools, Figma, Adobe XD
- > Adobe Photoshop, InDesign, Illustrator
- > Wwise, FMOD, Logic Pro, etc.
- > Productivity Tools (Trello, Jira)

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## SKILLS

- > Visual Scripting
- > Level Design
- > Game Design & Processes
- > Design Documentation
- > Wireframing & Prototyping
- > Usability Testing & User Research
- > Audio Implementation
- > Project Management
- > Cross-Disciplinary Collaboration

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## EDUCATION

### Master of Music | Indiana University

Bloomington, IN | 2019 - 2021

GPA: 4.0, Major in Composition and Scoring for Visual Media

### Bachelor of Music | Lawrence University

Appleton, WI | 2014 - 2018

GPA: 3.6, Dean's List, Major in

Composition and Saxophone, Focus in Psychology

### UX Design Certificate | Google

Remote | 2021 - 2022

Courses in Designing for Accessibility, User Research, and more

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## EXPERIENCE

### Game/Level Designer & Creative Director | Sleepy Castle Studio

Seattle, WA | Oct 2021 - April 2025

- Directed the upcoming video game, *Escape from Ever After*, managing a **small team** of developers, artists, and designers.
- Designed and developed **200+ levels** in Unreal Engine, from initial blockouts to polished and optimized environments.
- Utilized **Blueprints** and **visual scripting** to create cutscenes, events, and puzzles.
- Refined and iterated on designs using **player feedback**, ensuring environments were satisfying, clear, and rewarding to explore.
- Polished **collision and navigation** for a smooth player experience.
- Created the game's core RPG mechanics and continually iterated on them for balance and cohesion with other systems.
- Authored **70,000+ words** of story and dialogue.
- Managed a successful **Kickstarter campaign** raising **\$65K** and secured funding via **Epic MegaGrant (\$25K)** and other grants.

### UX Designer | Daniel Whitworth Design (Freelance)

Seattle, WA | Jan 2019 - Present

- **Worked directly with clients** to understand their needs and translate business requirements into effective UX designs.
- Conduct my own **user research** including interviews, surveys, and usability testing to gather insights and improve design decisions.
- **Managed multiple projects** simultaneously while meeting deadlines, maintaining client relationships, and delivering high-quality results.
- Created **wireframes, prototypes, and high-fidelity designs** using tools such as **Figma and Adobe XD**.

### Composer & SFX Designer | Daniel Whitworth Music (Freelance)

Seattle, WA | Jan 2019 - Present

- Compose original music for films and video games on a commission basis, delivering **high-quality audio assets** within tight deadlines.
- Implement and integrate audio into **Unreal Engine** using **FMOD**.
- Manage my own business by recruiting clients and marketing my work.
- Collaborate with **cross-functional teams** across creative disciplines. Lead ensembles and manage strict rehearsal schedules.
- Work featured globally across many platforms including HBO Max, PBS, Kino Lorber, Film Independent, Seattle Opera, and The American Prize.