

# DANIEL WHITWORTH

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

Senior Designer with 10+ years across game/level design and project leadership. Director of [Escape from Ever After](#) (Unreal Engine, shipped on PC/consoles, rated *overwhelmingly positive* on Steam). Multidisciplinary background in music and UX design.

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## SOFTWARE

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

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## SKILLS

- > Visual Scripting & Blueprints
- > 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  
GPA: 4.0, Major in Composition and Scoring for Visual Media

**Bachelor of Music** | Lawrence University  
Appleton, WI  
GPA: 3.6, Dean's List, Major in Composition and Saxophone, Focus in Psychology

**UX Design Certificate** | Google  
Remote  
Courses in Designing for Accessibility, User Research, and more

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## PROJECTS

### Lead Level/Game Designer & Creative Director | *Escape from Ever After*

Remote | Oct 2021 - Jan 2026

- **Shipped** on PC, Nintendo Switch, Playstation, and Xbox.
- **Led a cross-disciplinary team** over an almost 5 year development cycle, from **concept to completion in Unreal Engine**.
- **Owned end-to-end design** for a narrative-driven tactical RPG, including level design, gameplay systems, puzzles, narrative, audio, and more.
- Designed and developed **300+ levels** in Unreal Engine, from initial blockouts to **polishing collision and optimizing lightmaps**.
- Scripted events, puzzles, cutscenes, and encounters using **Blueprints**.
- Collected **player feedback** to refine and iterate on level designs.
- 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.

### Level Designer & Composer | *Cursemark*

Remote | June 2025 - Present

- Designed and implemented RPG levels using a proprietary editor based in **heaps.io**, balancing exploration, pacing, and combat flow.
- Collaborated closely with artists to **define the visual direction** of locations and manage asset integration.
- Improved the level editor's workflow, partnering with the lead developer.
- Composed and produced original orchestral music.

### UX Designer & Composer | *Various Projects / Freelance*

Seattle, WA and Remote | Jan 2019 - Present

- Create **wireframes, prototypes, and high-fidelity designs** using tools such as **Figma and Adobe XD**. Conduct user research/usability testing.
- Compose original music for films and video games, delivering **high-quality audio assets** within tight deadlines and implementing audio using **FMOD**.
- Music featured globally across many platforms including HBO Max, PBS, Kino Lorber, Film Independent, Seattle Opera, and The American Prize.
- **Lead cross-functional teams** and ensembles to realize ambitious goals.

### Solo Developer/Designer | *Obscurity, a mod for Amnesia: The Dark Descent*

- Created one of the most widely recognized and beloved *Amnesia* mods, played by popular creators such as PewDiePie and Markiplier.
- Developed level layouts, scripted encounters in **C++**, and authored narrative events using the HPL2 engine (Frictional Games's proprietary engine).

Below are a couple quick samples of my work. Please see my [full portfolio](#) for more, and learn more about my design process [here](#)!

