



 <https://melanie-schneider.net>

 melanie-schneider7@outlook.com

 Stockholm, Sweden

MELANIE SCHNEIDER

Senior Level Designer

With over 10 years of experience in the gaming industry specializing in scripting, my responsibilities range from designing highly replayable levels, blocking out layouts in-engine, to scripting complex level flows all the way to bugfixing, polish and shipping. I am passionate about creating well-rounded, intuitive worlds in which the player can fully immerse themselves in.

Expertise

- Level Design
- Scripting
- Greyboxing
- Unreal Blueprints
- Gameplay and level prototyping
- Agile Scrum Methods

Software

- Unreal Engine Editor
- Diesel Engine Editor
- Jira, Perforce, Confluence
- Adobe Photoshop

Shipped titles

PAYDAY 3 (6 levels)

Notable levels:

- Gold & Sharke Bank
- Dirty Ice (Jewelry Store)
- Diamond District

PAYDAY 2 (13 levels)

Notable levels:

- The White House Heist DLC
- Hotline Miami DLC
- Reservoir Dogs DLC
- First World Bank Remake

Work Experience

Starbreeze Studios (Stockholm, Sweden)

Senior Level Designer

Unannounced title Aug 2024 - Present

- Collaborating with Krafton to create various PvE first person shooter levels
- Product Owner of the level feature team

PAYDAY 2, PAYDAY 3 Jan 2017 - Aug 2024

- Prototyping of stealth and combat levels during pre-production (PAYDAY 3)
- Mentoring the Level Design team of outsourcing studio Lion Game Lion (PAYDAY 3)
- Owner of various levels: design and script from start to finish (PD2 & PD3)
 - Designing the objectives and layout of the level
 - Whiteboxing the layout in-engine and scripting objective flows
 - Writing scripts with the Narrative department and implementation of voice overs (Narrator, player-characters and NPCs)
 - Continuous collaboration and review with various departments such as Narrative, Art, Designers, Gameplay Programmers and QA
 - Bugfixing and debugging
 - Creating and maintaining level template and confluence guides
- Designed various PvP levels for the mobile PAYDAY: Crimewar project in 2019

Starbreeze Studios (Stockholm, Sweden)

Level Designer

PAYDAY 2 Jan 2014 - Dec 2016

- Level owner of more than 10 levels: design and script from start to finish

Languages

English (fluent)
German (native)
Spanish (beginner)
Swedish (beginner)

Education

Leipzig (Germany)
Advanced Technical College
Entrance Qualification
Focus on Art and Design