



MELANIE SCHNEIDER

Senior Level Designer

With over 10 years experience specializing in scripting, my responsibilities range from designing levels, blocking out the layout 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.

 <https://melanie-schneider.net>

 melanie-schneider7@outlook.com

 Stockholm, Sweden

Expertise

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

Software

- Unreal Engine Editor
- Diesel Engine Editor
- Source Engine Editor
- 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 an external studio 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
 - Bugfixing and debugging
 - 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 Art, Gameplay Designers, Gameplay Programmers, Narrative, and QA
 - Creating and maintaining level template and confluence guides
- Designed various PVP levels for the 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