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Spain

# 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. 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

## Software

- Unreal Engine 5
- Diesel Engine
- 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

## Work Experience

Starbreeze Studios

### Senior Level Designer

**PAYDAY 2, PAYDAY 3** 2017 - present

- 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

**PUBG Battlegrounds: PAYDAY mode** 2024 - 2025

- Collaborating with KRAFTON to create various levels for their limited game-mode
- Product Owner of the level feature team

Starbreeze Studios

### Level Designer

**PAYDAY 2** 2014 - 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

Advanced Technical College
Entrance Qualification
Focus on Art and Design