

Carter Hoke

CONTACT:

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ABOUT CARTER

Carter is a level designer driven to learn through experience. Skilled with interpersonal communication, and developing for long term team projects. Strengthens projects and user experiences through focus and intent on integration of actionable feedback from users and teammates. A disciplined and dependable designer for your team.

Portfolio & Dev

Blog:

carter.hoke.dev

HIGHER EDUCATION:

DigiPen Institute Of Technology, Redmond, Washington: *Bachelors of Arts in Game Design, Expected April 2026*
August 2022 - April 2026

With game design specializations in level design and user research.

Olympic College, Bremerton, Washington: *Associates of Arts*

September 2020 - June 2022

Completed two years of general higher education, specializing in screenwriting.

PROJECTS:

Eyes of the Forest, 26 person game team: *Level Design & User Researcher*
September 2025 - April 2026

3D third person project, created in Unreal Engine 5. Worked with artists, programmers, and other game and level designers to improve stealth action gameplay encounters, polish and iterate on spatial design, and populate and sculpt level spaces. **Title releasing on Steam Spring 2026.**

Barton, 20 person academic game team: *Lead Level Designer*
September 2024 - April 2025

Served as lead level designer for a first-person 3D adventure game in Unreal Engine 5. Block meshed environments, iterated upon spatial design based on user feedback, worked with gameplay programmers and environment artists to cultivate a space the player and an AI companion contextualize with together.

Specter Inspector, 8 person academic game team: *Design Lead & Level Designer*
September 2023 - April 2024

Worked with designers to rapidly prototype and iterate on level design for a 2D horror adjacent side scroller. Worked with programmers to serialize and integrate level tilemaps into a custom engine. **Title released on Steam.**

WORK EXPERIENCE:

DigiPen Institute of Technology, Redmond, Washington:
Teaching Assistant: DES 240 (Level Design Principles)

January 2023 - April 2023, January 2024 - April 2024

Assisted design students with their understanding of the basics of 2D and 3D level design. Responsibilities include analyzing and providing feedback on 2D platformer levels, and 3D environment flow. Assisted in students' level production every step of the way.

DigiPen Institute of Technology, Redmond, Washington:
Teaching Assistant: DES 270 (User Research Principles for Games)

September 2025 - December 2025

Assisting game design students in conducting user research and understanding ethics, research principles, and user research methodologies. Provided feedback on survey creation, and qualitative research.

Freelance via Fiverr, Remote: *Minecraft Environment & Terrain Creation*
June 2021 - July 2022

Worked for 25+ international, and domestic customers via Fiverr, to create custom, large-scale high detail Minecraft terrain maps for educational, active servers, and personal uses. Proficiency in schematic creation, sole project management, world & terrain creation software, WorldPainter.

SKILLS:

Unity Engine

Unreal Engine 5

Maya

Figma

Production

Team Management

Interpersonal

Communication

EXTRACURRICULARS:

Spoke at the 2025 LVLUP Expo, with a panel of teammates discussing AI integration in our project, Barton.

Served as producer & designer in the 2024 & 2025 Global Game Jam, for cross disciplinary teams.

Worked as a design intern for Indiecade's 2024 Climate Jam.