

ANGELA WU

LEVEL DESIGNER

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Level Designer with 4 years of AAA development experience at Gearbox Software, specializing in end-to-end level ownership, combat spaces, traversal, mission-driven content, and cross-discipline production from blockout through ship.

EXPERIENCE

GEARBOX SOFTWARE | Associate Level Designer

2022 - Present

Borderlands 4

- Led full level ownership of the Ripper Queen Fortress, a ~1-hour end-to-end gameplay space, from initial blockout through ship, designing combat, traversal, mission spaces, and the final boss arena; reworked level flow and pacing after a major mid-production content change with Mission Design and Environment Art.
- Took ownership of additional Fortresses during production, iterating on combat, traversal, mission flow, and polish to bring inherited spaces through ship.
- Redesigned gameplay for an inherited Safehouse, reworking puzzle and combat content within an established blockout and carrying the location through final production.
- Designed and shipped open-world content including Ripper Camps and ambient creature encounters, and took ownership of several Side Missions from existing blockouts through gameplay iteration and final polish.

Post-Launch Content

- Delivered a large-scale, mission-driven level for Bounty Pack 3: A Zane to Kill For from initial concept through ship, driving layout, combat spaces, traversal, exploration, and puzzle gameplay.
- Collaborated closely with Mission Design to shape player flow and progression, integrating narrative beats, exploration, two mini-boss areas, puzzle-driven discovery, and the final boss space.
- Directed the level design of two Raid Boss encounters from initial blockout through ship, designing arena layouts, combat spaces, traversal, and spatial solutions around evolving boss mechanics.
- For Raid Boss 2, helped pitch and develop the aerial branch of the encounter, designing the transition and arena space for the boss's late-phase progression into the sky.
- Currently own the level design of a full region for upcoming DLC content, driving the space through blockout, gameplay development, mission integration, iteration, and cross-discipline collaboration.

SKILLS & TOOLS

LEVEL DESIGN Level Design · Blockout · Whitebox Prototyping · Combat Spaces · Encounter Design · Traversal · Exploration · Mission Flow · Puzzle Design · Open World Content

TOOLS Unreal Engine · Blueprint · Unity · Perforce · Jira · Confluence · Photoshop

EDUCATION

SMU GUILDHALL | Master of Interactive Technology - Level Design

2020 - 2022