

TRAVIS HEALY

Irvine, CA 92660
Travisvhealy@gmail.com

Passionate and highly experienced game designer with over 15 years in the industry, contributing to multiple shipped titles, expansions, DLCs, and live updates. Background in fine arts with a minor in technical theatre and design (stagecraft, lighting, set, and sound design), bringing a unique artistic and technical perspective to game development.

Highly proficient in world design and proficient in world narrative, level design, systems design, content creation, combat design, and character design across a diverse range of genres, including open-world games, action-adventure, MMORPGs, MOBAs, free-to-play, and RPGs.

Thrives in collaborative environments, excelling when communicating and working with others to achieve a shared creative vision. Always eager to share expertise, provide constructive feedback, and remain open to new ideas. Passionate about creating, innovating, and inspiring through immersive and engaging gameplay experiences.

Portfolio

- <https://www.travisvhealy.com/>

Skills

Game Engines – Proprietary, Unreal Engine 5, Unity

World Design & Environmental Tools – World Machine, GAEA, SpeedTree, SketchUp, OSM Map Data Workflows

Productivity & Project Management – JIRA, Test Track Pro, MIRO, Slack, Hansoft, Confluence, Perforce

Office Software – Google Suite (Drive, Gmail, Sheets, Docs), Microsoft Office (Word, Excel)

Visual & 3D Art Tools – Photoshop, Blender, Maya, Substance Painter, Substance Designer

Scripting & Programming – Unreal Blueprints, Visual Scripting, Proprietary Tools, Kismet

Work History

Senior World Designer III *Lightspeed LA (Tencent), Irvine CA | April 2023 - Current*

Projects:

The Last Sentinel

- Collaborate with mission teams to design, build, and implement mission-critical spaces within the game world.
- Partner with the Narrative team to integrate storytelling into game environments, ensuring world and mission spaces align with the overarching narrative.
- Work closely with the Cinematics team to blockout & incorporate motion-capture sequences seamlessly into in-game environments.
- Coordinate with the Art team, handing off designed gameplay spaces to ensure visual and functional alignment.
- Engage in world planning, road planning, and world narrative development to create immersive, cohesive experiences.
- Provide level design and environmental art support, ensuring gameplay spaces were engaging and visually compelling.
- Conduct extensive research on real-world locations to enhance authenticity and believability in world-building.

- Hired at Senior level 2, Promoted to Senior level 3 April of 2024.
- Interviewed, Trained, Mentored new hires.

Senior World Designer *Avalanche Studios, New York, NY | March 2017 - April 2023*

Projects: Contraband, Just Cause 4, Just Cause 4 Daredevils of Destruction, Just Cause 4 Los Demonios, Just Cause 4 Danger Rising, Rage 2, Rage 2 Terrormania

Contraband (Not Released)

- World Vehicular Traversal Design - Road Design, Path Design, Special Traversal Systems.
- Environmental World Design - World Narrative, Topography Design etc.
- Collaborated with System Designers and Engineers to develop tools and rules sets to be used by all world, and level designers.
- Interviewed, Trained, Mentored new hires.

Just Cause 4 & DLCs

- Designed and implemented dozens of locations, ranging from natural environments to ancient ruins, military installations, cities, and airports.
- Played a key role in establishing the world narrative, shaping how the game's environments evolved and expanded.
- Designed and implemented several core gameplay locations, focusing on level design, combat encounters, scripting, AI behavior, and balance/tuning.
- Interviewed, Trained, Mentored new hires.

RAGE 2: Terrormania DLC

- Developed initial level design prototypes for the expansion.
- Designed and implemented one of the six core locations, iterating on layout, combat, balance, and playtesting from concept to final release.
- Provided environmental art support, ensuring a seamless integration of world-building and gameplay.

Senior Character Designer *Albyno Rhyno, REMOTE | February 2016 - June 2016*

- Indie Project - Unannounced Title
- Designed and implemented characters, gameplay, and systems using Unreal Engine 4.
- Helped establish the game's foundation, focusing on gameplay and character development.
- Worked closely with the Lead Designer and Studio Head to shape the game's vision and direction.

Character Designer *WB Games, Boston, MA | October 2013 - October 2014*

- Designed & Implemented eight champions based on DC Comics Characters. Champion information will be listed as they are released.
- Helmed groups of multi profession individuals (Artist, Engineers, QA, UI, Designers) in the creation, development and launch of characters.
- Helped design, structure and maintain standards for balance, character role and itemization for

Infinite Crisis

- Live Balance, Bug fixing, Feature support.

World Designer *WB Games, Boston, MA | February 2008 - October 2013*

- Conceptualized, Designed & Implemented dozens of Iconic zones, instances, raids and regions from Lord of the Rings into LOTRO from concept to completion.
- Worked closely with various departments: Art, Design, Systems, Engineering, QA to help organize and coordinate development needs.
- Promoted from Associate World Designer to World Designer in the Spring of 2011
- Bug Fixing, Feature support.

Education

Bachelor of Arts in Fine Art, Technical Theatre Franklin & Marshall College,
Lancaster, PA | May 2007

Recognition

<https://www.engadget.com/2013-04-06-the-road-to-mordor-stepping-into-fangorn-forest.html>
Article published about one of my zones in LOTRO.

Languages

- English - Native or Bilingual
- Japanese - Elementary