



Harrison Lister

Level & Mechanics Designer

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Project Experience

FIGHT SOCIETY

- Lead developer for Fight Society, a PC souls-like roguelite with a cute, low poly, pixelated visual style and a cast of fun animal characters. Created in Unreal Engine.
- Designed 100% of the levels, enemies and mechanics.
- Accounted for 60% of the programming and 50% of the visual effects.

NO REST FOR THE WEARY

- Solo developer for No Rest for the Weary, a PC top down 2D RPG created in Unity.
- Responsible for 100% of the level and systems design.
- Created 70% of the programming and 80% of the visual effects.

WINNIE-THE-POOH TASTE TEST

- Solo developer for Winnie-The-Pooh Taste Test, a PC 2D platformer with metroidvania elements produced in Unity.
- Spearheaded 100% of the level and systems design.
- Constructed 60% of the programming and 80% of the visual effects.
- Finished in 9 months and available on Steam.

RESILIENCE INC.

- Designer intern for Resilience, created games that assist with the mental and emotional development of children in an educational setting.
- Accounted for 85% of the programming and 70% of the designs for the game "Recognizing Negativity."
- Responsible for both creating fun and creative gameplay, as well as implementing educational elements into the projects.

ISLES OF FERUM

- Lead programmer and a designer for Isles of Ferum, a PC adventure game created in Unity.
- Responsible for 80% of the programming and 50% of the designs for the game.
- Assisted in management decisions along with the other lead members.

Education

George Mason University

BFA, Computer Game Design

Magna Cum Laude, May 2023

Honors and Awards

Tencent Game Merit undergraduate scholarship **2019-2023**

Reston chapter of the LINKS scholarship **2019-2021**

George Mason College of Visual and Performing Arts dean's list **2019-2023**

SOFTWARE

Unity Engine

Unreal Engine

Construct 3

Microsoft Word

Microsoft PowerPoint

Microsoft Excel

3DS Max

Photoshop

Paint.net

OBS

Motion Builder

SKILLS

C# Programming Language

Level Design

Mechanics Design

Unreal Engine Visual Scripting

Quest Design

Unreal Engine Lighting

Customer Relations