



Harrison Lister

Level & Mechanics Designer

Email: hlist@gmu.edu | Portfolio: HarrisonJLister.com | Phone: 703-927-7597

SOFTWARE

Unity Engine

Unreal Engine

Construct 3

Microsoft Word

Microsoft PowerPoint

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

Project Experience

RESILIENCE INC.

Designer intern for Resilience, where I help create games that assist with the mental and emotional development of children in an educational setting.

ISLES OF FERUM

Lead programmer and a designer for Isles of Ferum, a PC adventure game developed in Unity.

SPACE STATION TELOS

Level and mechanics designer and programmer for Space Station Telos, a PC first-person shooter game developed in Unreal.

DIGITUS

Level designer for Digitus, a PC action game developed in Unreal.

TOYBOX

Created all the assets, mechanics and level design for Toybox, a short PC adventure game developed in Unity.

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**

Education

George Mason University

BFA, Computer Game Design

Magna Cum Laude, May 2023