



Harrison Lister

Level & Mechanics Designer

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Project Experience

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 mechanics 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.

SPACE STATION TELOS

- Level and mechanics designer and programmer for Space Station Telos, a PC first-person shooter game produced in the Unreal Engine.
- Accounted for 40% of the programming and 65% of the designs for the project.

DIGITUS

- Level designer for Digitus, a PC action game developed in Unreal.
- Constructed 100% of the levels inside of the game.

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

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