

Erica Williams

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SKILLS

Level Design
White Boxing
Technical Art/VFX
Visual Scripting
UI Design
2D Art

SOFTWARE

Unreal Engine
Unity
Illustrator
Inkscape
Photoshop
Substance Painter

LEADERSHIP

HPU's Game Designer of the Year 2025
Game Design Freshman of the Year
Dean's List
HPU Junior Marshall
NSLS Member
Presented 2 games at GDC

EXPERIENCE

Lead Design

May 2025 - Current

Fear Elements Studio

Remote

- Oversaw 5-8 designers for disciplines such as level design, narrative, systems, and UI.
- Managing design documentation, provided guidance, and oversaw team scrum practices.
- Paper mapping POIs, designing puzzles, white boxing, and other level design practices.

Lead Design/Lead Programmer

August 2025 - Current

Shananimals: Gore Meets Cute Animals

High Point, NC

- Blocked out, iterated, playtested, and completed 2 levels for dynamic combat rounds.
- Created VFX, UE Niagara, shaders, and tech art to juxtapose blood graphics with a cute aesthetic.
- Programmed functionality of gamemodes, AI, weapons systems, and multiplayer replication.
- 1,000 copies acquired on Steam: https://store.steampowered.com/app/4485510/Shananimals_Demo/.

Lead Design/Programmer

August 2024 - December 2024

Marooned: A Pirate Escape Game

High Point, NC

- Designed level/puzzles for escape-based play. Conducted blockout, landscaping, and art passes.
- Programmed functionality of AI, inventories, weapons, health, swimming, and UI.
- Developed multiple design documents providing team clarity and organization.

Coding Instructor

May 2023 - August 2023

Code Ninjas

High Point, NC

- Taught children ages 8 to sixteen coding languages, such as JavaScript, Python, and Lua.
- Instructed several summer camps about 3D printing and coding robots with Python.
- Operated the front desk, assisted customers, and scheduled when necessary.

EDUCATION

B.A., Game Design

May 2026

High Point University

High Point, NC

GPA: 3.98

Relevant courses: Puzzle, Obstacle, and Level Design, Game Development, Coll Game Design