

Nathan Ashley

Technical Level Designer | Gameplay Scripter

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Technical Level Designer creating challenging, readable encounters and mechanic-driven levels built for mastery and replayability. Combines fast iteration with strong QA and production discipline to deliver polished, shippable content.

Experience

Game Lead / Technical Level Designer / Gameplay Scripter — Wannabe Studios

July 2025 – Present

- Led a 10-person team through planning, task breakdown, and weekly milestone delivery.
- Designed and built 10 playable demo levels, focusing on readability, pacing, and replayable challenge.
- Created enemy and boss encounter concepts and iterated on mechanics based on playtesting feedback.
- Implemented gameplay scripting and level logic in Unreal Engine using Blueprint and C++ support as needed.

Construction Manager Intern — PulteGroup

May 2023 – Aug 2023

- Supported construction managers with daily operations in the Ambleside community and other Pulte communities.
- Conducted daily progress walks and documented build status, issues, and next steps for the field team.
- Tracked material needs and deliveries and assisted with schedule updates and short-term lookahead planning.
- Assisted with quality checks and punch list completion to support on-time inspections and closings.
- Attended inspections, documented results, and coordinated follow-up items; assisted with repairs and homeowner communication.
- Redlined construction prints/as-builts to capture field changes and maintain accurate documentation.

Summer Intern — Fox Contractors Corp.

June 2022 – Aug 2022

- Supported office operations including scheduling submittals and purchase orders and maintaining cloud-file organization.
- Assisted with surveying/estimation tasks (Total Station measurements) and basic map creation for project documentation.
- Performed administrative support work (document highlighting, data transfer to Excel) and provided basic IT/computer maintenance.

Education

Purdue University — West Lafayette, IN

B.S. Game Development & Design (In Progress) | Minor: Construction Management | Major GPA: 3.8

Aug 2021 – Present

Skills

Unreal Engine | Level Design | Level Blockout & Layout | Encounter Design | Level Scripting | Blueprint Scripting | Gameplay Programming | C++ | Python | Jira | MS Office | Photoshop