

# **EVAN BARKER // LEVEL DESIGNER**

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## **PROFESSIONAL EXPERIENCE**

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### **High Moon Studios** Carlsbad, CA

#### **Level Designer**

September 2025 - Present

- Level Designer on unannounced Call of Duty Project.

#### **Senior Associate Level Designer**

March 2024 - September 2025

- Level Designer on Call of Duty Black Ops 6's Shattered Veil Round Based Zombies Map.
- Level Designer on Call of Duty Warzone's Verdansk (2025), updating Storage Town, Boneyard, Graveyard, and Junkyard POIs to modern gameplay and collision metrics.

#### **Associate Level Designer**

June 2022 - March 2024

- Level Designer on Call of Duty Warzone's Fortune's Keep (2024), designing and blocking out the primary location "Konni Outpost", 12 unique zombie nests for the "Eradication" contract, and additional tertiary locations.
- Level Designer on Call of Duty Warzone and Modern Warfare III's Urzikstan, blocking out 20 unique buildings across "Old Town" and "Low Town".
- Level Designer on Call of Duty Warzone's Ashika Island, designing and blocking out the primary location "Residential", secondary location "Power Plant", and additional tertiary locations.
- Design support including bug fixing, loot placement, environment clipping, playtesting, and post-launch support across each map.

#### **Level Design Intern**

May 2021 - August 2021

- Created prototype 2D and 3D environment blockout for Call of Duty: Warzone canceled project.
- Playtested and submitted feedback for Warzone's Caldera and Caldera Gulag maps.
- Shadowed level designers working on Warzone's Caldera map to understand "Big Map" pipelines.
- Mentored by level designers while developing prototype maps.

### **Power Level Studios** Virtual - Montreal, Canada

#### **Game Design Intern**

January 2021 - May 2021

- Designed top-down 2D modular levels for an update to Unity game "Soul Reaper".
- Implemented levels, turn-based battles, and unique boss fights using Unity Editor and C# scripts.
- Redesigned and prototyped existing navigation, combat, and movement systems to be ported to a mobile platform using Adobe and Unity programs.

## **EDUCATION**

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Champlain College, Burlington VT

August 2018 - May 2022

**Bachelor of Science, Game Design - Specializing in Level Design**

3.819 GPA

## **SKILLS**

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CoD Radiant, Unity, Hammer Editor, Brush-Based Editors, Illustrator, Perforce, Jira, Scrum