



ELIZABETH O'HARA

Level Designer

PROFESSIONAL SUMMARY

A level designer studying video game design principles and skills; scripting languages, 3D design, block outs, 3D animations, and 3D world-building, with a focus on level design. Proficient in Unreal Engine and Unity. Previously a detail-oriented nuclear power plant operator who specialized in radiation health and control of hazardous materials. Capable of working seamlessly with a team to meet deadlines.

EXPERIENCE

United States Navy

Machinist Mate (Nuclear) | Oct 2016 – Nov 2019

- Supervised and managed 30 personnel through the Navy's Nuclear Propulsion Training pipeline resulting in a 90% pass rate.
- Co-organized and oversaw completion of a food drive resulting in 1,000lbs of food.
- Managed over 45,000 repair components while maintaining 100% inventory and location validity, which saw a reduction of issue time by 35% and an increase in calibration production by 12%.

EDUCATION

Academy of Art University, San Francisco, California

Master of Fine Art | Video Game Design

Degree Expected May 2027

Academy of Art University, San Francisco, California

Bachelor of Fine Art | Video Game Design

Dec 2023

Onondaga Community College, Syracuse, New York

Associates of Science | Math and Science

Dec 2018

CONTACT

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SKILLS

- Unreal Engine 4/5
- Unity
- Perforce | Source Control
- C++
- Scripting
- Tech Savvy
- Leadership
- Self Starter
- Communication
- Adaptability
- Organization
- Innovator

PORTFOLIO

<https://www.lizohara.com/>