Emily Johnston

Level Design

Ripple Effect

Designer
Jan 2025 - Oct 2026

Battlefield 6 *(2025)*

January 2025 - October 2026

- Level designer on REDSEC Gauntlet - one of the mode offerings for Battlefield's free to play
  - Created arena boundaries by evaluating desired match size, complexity of geometry and what would best serve a positive player experience
  - Evaluated geometry within arena bounds for optimal match start spawns
  - Placed gameplay objectives based on match start spawns, sightlines, chokepoints, cover and areas of interest
  - Decided on respawn points based on proximity to gameplay objectives, the respawn system logic, providing safe respawn locations and ensuring respawn options were available throughout the entirety of the playable space

- Worked on final design passes for Fort Lyndon - the free to play battle royale map
  - Collaborated with art to align on metrics, cover, performance and bugs
  - Final loot passes to align with backend system updates, art passes, density and diversity of rarity
  - Aligned with art and other level designers on addressing barren areas of the map and connecting POIs; provided sightlines, cover and visual aids to guide players to safer routes between POIs

- Level designer on the live service modes team, delivering a number of new layouts and modes as part of seasonal releases
  - Shipped Gauntlet Ice Lock, Nightfall and Fightersweep - Gauntlet but on new maps and with seasonal modifiers; only available to play for the duration of the season
    - Required working with tech design and programming to have Gauntlet work on maps other than Fort Lyndon
    - Collaborated with gameplay to incorporate seasonal modifiers so they were impactful without being frustrating
  - Launched Obliteration - a new mode to BF6 but a returning fan favourite from the franchise
    - Responsible for the layout on a returning map; updated the layout to align with the updated geometry and mechanics of BF6 while remaining true to the core layout of the original
    - Suggested new maps that could support the mode, including the creation of map markups to aid the pod in understanding possible layouts
    - Executed on the proposed designs; collected feedback from playtests to aid in iteration and polish work

BioWare

Designer
June 2022 - Dec 2024

Associate Designer
Sept 2019 - June 2022

Assistant Designer
Sept 2017 - Sept 2018

Dragon Age: The Veilguard *(2024)*

January 2020 - December 2024

- Level design owner for the player hub
  - Collaborated across disciplines to create a memorable concept
  - Built a layout that served the needs of multiple teams and the players
  - Collaborated with art and writing to generate themes and visual progression for individual rooms and common spaces of the hub
  - Built exploration spaces and puzzles that progressed over the course of the critical path
  - Presented the hub at multiple phase gates to core leads, stakeholders and other departments; spoke in depth about design choices, solutions and systems
  - Was the first point of contact for multiple disciplines in understanding what hub content existed, who owned specific systems, what the intended user experience was and how the game flow impacted the state of the hub

Dragon Age: The Veilguard *(continued)*

- Member of the game flow team
  - Worked with the pod on early game flow prototypes
  - Involved in discussions of high level game-flow changes
  - Raised concerns on poor pacing or confusing player experiences
  - Hooked up cutscenes, quests and connective tissue for critical path and optional content
  - Was one of the primary knowledge holders for the intended flow experience
  - Was the sole level designer trained on the game flow system

- Content owner for unique narrative focused quests
  - Iterated on existing content to strengthen gameplay and narrative beats
  - Designed, built and implemented a quest from concept to ship, including building the physical
  - mission space
  - Collaborated across disciplines to brainstorm, find solutions and incorporate their content
  - Incorporated feedback from across multiple teams to address concerns, solidify mission tone and deliver on a memorable player experience

Anthem *(2019)*

September 2017 - September 2018 | September 2019 - December 2019

- Owned and maintained the in-game location of all overworld collectibles
- Built the decoration system that spawned props associated with enemy factions
- Hooked up live service rewards for seasonal events
- Built the race courses for the time-trial events

Education

Simon Fraser University BA in Interactive Arts and Technology

Sept 2014 - August 2019

- Explored principles of design with a focus on user experience across various mediums including magazines, websites, logos, architecture and art installations, among others
- Acquired the expertise required to actualize design concepts through tech and programming courses including experience with Java, Processing, Wiring and universal code standards
- Gained experience with the entire design pipeline - from initial concept and prototyping to building the final product - in both individual and team projects