

P. Michael Norris

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CAREER HIGHLIGHTS

- Designed and shipped large-scale levels, worlds, and mission spaces across AAA, VR, and live-service titles over 13+ years.
- Owned environments end-to-end from blockout through final polish, including layout, encounters, scripting, and optimization.
- Led world design on Lone Echo II, balancing traversal, narrative delivery, puzzles, and performance in VR.
- Built and iterated multiplayer spaces supporting shared decision-making, player flow, and replayability.
- Collaborated daily with art, engineering, and systems teams in remote, fast-moving production environments.

PROFESSIONAL EXPERIENCE

Senior Level Designer | Byteback Studios - Irvine, CA *03/2025 - Present*

- Designed and implemented large-scale, modular 3D levels in Unreal Engine 5, supporting exploration, traversal, combat, and puzzle gameplay.
- Owned levels end-to-end, from early blockout through final polish, including encounter scripting, asset placement, and performance optimization.
- Applied world partitioning and streaming strategies to support scalable environments and efficient runtime performance.
- Established and maintained level design pipelines, documentation, and best practices to support team-wide consistency and quality.

Senior Level Designer | Meta - Irvine, CA *02/2023 - 09/2024*

- Designed open-world social hubs and mission spaces in Unreal Engine 5, supporting both solo and co-op play.
- Utilized Blueprint scripting to implement mission flow, AI behaviors, encounter rhythms, and interactive level elements.
- Built modular tilesets and optimized blockout kits in Maya to support efficient iteration and seamless handoff to environment art.
- Collaborated cross-functionally with engineering and art to refine World Partition layouts, traversal paths, and visual readability.
- Focused on final asset placement, POI composition, and environmental storytelling to deliver polished, player-facing spaces.

Level Designer | Ready At Dawn - Irvine, CA *04/2018 - 02/2023*

- Led world layout, level design, and mission flow for Lone Echo 2, balancing traversal, narrative delivery, puzzles, and combat.
- Authored and implemented interactive level logic, encounters, and scripted sequences using proprietary tools and Unreal-adjacent workflows.
- Partnered closely with environment artists to ensure visual clarity, spatial legibility, and strong player guidance in complex zero-G spaces.
- Iterated on performance-conscious layouts and asset placement to support high visual fidelity within technical constraints.

Content Designer | Gazillion Entertainment - Foster City, CA *10/2012 - 12/2017*

- Designed large open-world zones, missions, and events for Marvel Heroes.
- Created event-driven mission content, onboarding experiences, and endgame activities emphasizing pacing and replayability.
- Worked alongside art and engineering to place assets, define traversal routes, and maintain performance in dense environments.
- Contributed to live-ops pipelines supporting frequent iteration and player-facing updates.

World Designer | NCSoft - Mountain View, CA *11/2011 - 10/2012*

- Built MMO-scale zones, public events, and mission frameworks supporting solo and group play.
- Authored quests and achievements aligned with narrative goals and environmental storytelling.
- Collaborated with multidisciplinary teams to deliver visually readable, optimized, and immersive world spaces.

CORE SKILLS

Level & World Design: Level layout, player flow, pacing, encounters, exploration, traversal, POI planning, blockout to polish

Systems & Gameplay: Mission flow, puzzles, progression, co-op design, replayability, scripting, performance-aware design

Tools & Engines: Unreal Engine 5, Blueprint scripting, World Partition, level streaming, Sequencer, Maya, 3DS Max, Unity

Collaboration: Cross-disciplinary teamwork, documentation, iteration, mentorship, remote production