Rafeal Underwood Jr.

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Technical and Level Designer

Innovative and detail-driven Game Designer with over a decade of experience in AAA titles, VR game development, and AI systems design. Proven success in designing immersive combat encounters, stealth gameplay systems, and narrative-driven levels for globally recognized IPs including Assassin's Creed, The Division, and WildStar. Adept in prototyping and scripting across leading engines, with strong cross-functional collaboration across design, art, and engineering teams. Passionate about delivering gameplay experiences that are engaging, polished, and player-centric while maintaining focus on mood and storytelling.

Areas of Expertise

Game Design | Level Design | Technical Design | Combat Design | Narrative Systems | AI Behavior Trees | Stealth Systems | Quest Design | Cross-Disciplinary Teamwork | Documentation | Agile and Scrum |

Professional Experience

Red Storm Entertainment – Cary, North Carolina   **December 2019 - July 2025**
Technical Designer - The Division: Heartlands, Unannounced Projects (January 2023-July 2025)
Led AI systems design and prototyping for new IP and franchise projects, driving next-gen behavior implementations.
- Designed and implemented AI combat and stealth behaviors using Snowdrop's Behavior Tree Editor, enhancing enemy tactics and immersion.
- Created systemic gameplay mechanics in Unreal Engine 5 for early-stage unannounced titles, supporting prototype-to-production transitions.
- Produced and maintained comprehensive design documentation, improving team alignment and knowledge transfer.
- Prototyped and iterated on player stealth abilities and AI counter-responses, contributing to new gameplay loop development.

Level Designer - Assassin's Creed Nexus VR (December 2019 - January 2023)
Developed immersive VR levels for a flagship Ubisoft franchise using Unity.
- Reimagined and rebuilt iconic environments and POIs from past Assassin's Creed titles into fully interactive VR spaces, preserving franchise tone while adapting to platform constraints.
- Designed and implemented custom layouts and player navigation solutions to accommodate VR traversal and combat using modular kits.
- Supported mission designers by integrating gameplay beats and level flow elements, ensuring alignment with narrative and mechanics.
- Partnered closely with engineers, artists, and animators to resolve VR-specific challenges and maintain 360° spatial fidelity.
- Authored and maintained detailed level design documentation, ensuring reproducibility and cross-functional clarity.

Lead Tape Library Vendor, Columbus, Ohio   **August 2016 - November 2019**
Pomeroy IT Solutions/Strategic Business Systems
Managed critical enterprise data tape libraries for clients including Honda, CenturyLink, and IBM, ensuring secure storage and retrieval.
- Diagnosed and coordinated hardware repairs, improving service uptime.
- Trained and mentored new hires, establishing team standards and knowledge continuity.
- Created operational manuals and workflow documentation, improving onboarding and consistency.

Carbine Studios – Aliso Viejo, CA   **June 2013 - October 2014**
Content Designer, WildStar
Authored and maintained extensive quest and narrative content, supporting major expansions and seasonal updates.

- Designed and scripted hundreds of combat encounters, including elite bosses and open-world events across multiple biomes and regions.
- Worked cross-functionally with art, audio, and QA teams to deliver polished co-op and solo player content.
- Collaborated with the Audio Team to design spell effects, ambiance, and combat soundscapes, enriching player immersion.
- Contributed to early-stage zone expansion plans, influencing world layout and story flow.

Additional Relevant Experience

BioWare Austin, LLC - Austin, TX
World Designer, Star Wars: The Old Republic, Contract Work

- Designed and scripted large-scale planetary zones, enemy factions, and cinematic NPC encounters.
- Created and balanced combat abilities for enemy units, enhancing gameplay variety and challenge.
- Contributed to multi-disciplinary story teams, aligning world and encounter design with branching narratives.

Intific, Inc - Austin, TX
Associate Level Designer, Eagle-I IED Trainer, Contract Work

- Designed and implemented 6 of 12 tactical FPS training missions used in military simulations.
- Scripted level logic and events using LUA, achieving high performance on restricted hardware.
- Delivered detailed gameplay documentation, supporting cross-team development and government contracting needs.

Education

Certificate in Digital Game Development, Specialization in Level Design
The Guildhall at SMU

Bachelor of Arts (BA) Film Studies
The Ohio State University

Technical Skills

- Game Engines: Snowdrop, Unity, Unreal Engine 5, Hero Engine
- Scripting & Tools: Blueprints, LUA, C#, Snowdrop Scripting Editor, Perforce, Tortoise SVN
- Design Tools: Autodesk Maya, Adobe Photoshop, Proprietary Editors