
Chon Kemp – Lead Level Designer and Programmer

Details

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Portfolio: <https://www.chonkemp.com>

Location: London, UK

Summary

A design-focused generalist Unreal Engine developer with a hybrid background in level design and gameplay programming. Experienced in owning and shipping levels and features across their full development cycle: blockout, prototyping, implementation, optimisation, and polish. Strong and versatile interdepartmental collaborator, with a focus on iterative development and player readability. Comfortable bridging the gap between design and code to rapidly prototype and ship gameplay systems on my own, or collaboratively.

Skills

- Level design, blockouts and gameplay prototyping with strong player guidance and tight framing.
- Lighting and visual composition, emphasising consistent use of colours and contrast to strengthen readability.
- Gameplay systems, level scripting and tool development, both inside and out of engine.
- Unreal Engine scripting and coding: C++, Blueprints, UMG/Slate for UI/UX.
- Multiplayer systems and replication in Unreal.
- Performance optimisation and profiling, including data collection, analysis and actionable insights.
- 3D asset creation for blockouts (3ds Max / Blender), creating and using modular asset sets (“Lego-style”).
- Strong iterative collaboration with designers, artists and programmers, both remotely and in-person.
- Additional programming/scripting capabilities: C#, Rust, HTML/CSS. SQL and Excel for data analysis and tooling.

Core Tech:

Unreal Engine

C++

Blueprints

UMG / Slate

Multiplayer Networking

Focus Areas:

Level Design

Gameplay Systems

3D Blockouts

Modular Assets

Paintovers

Experience

Lead Level Designer and Programmer

Crowbar Collective – Rogue Point

2026 - 2022

- **Rogue-Lite Co-op FPS on UE4:** Published by Team17, developed as an Early Access title.
- **Level Design and Leadership:** Led Level Design alongside a team of 3 Designers and the Lead Game Designer, contributing to all 5 shipped levels across the project. Created base blockouts for 2 levels ([Mall](#) and [Oilrig](#)) and drove major layout revisions and iterations across several rebuilds of all levels in the game.
- **Code and Design:** Worked as a bridge between engineering and design, developing gameplay systems and tools for designers and artists in C++ and Blueprints. Contributed extensively to bug fixing, feature development, and overall gameplay polish across the whole game.
- **Networking and Replication:** Built the majority of our networked gameplay actors (such as doors, breakable glass, explosive canisters, buttons, elevators, objectives, etc) using Unreal’s actor replication framework.
- **Core Level Systems:** Designed and implemented core level systems, including the [Randomization System](#), Custom Objectives and Planning Screen.
- **Feedback and Iteration:** Held weekly collaborative meetings and co-working sessions with different departments, and regularly met with other leads and our publisher, Team17. Frequently provided feedback documents and paintovers, as well as a robust documentation base for features and levels.
- **UI/UX:** Built a significant portion of our UI/UX, menus and HUD interface using UMG, Blueprints and C++.
- **Localization:** Coordinated with Team17’s localization partner to handle engine setup and translating of Rogue Point into 13 different languages, as well as ensuring the localization quality of the shipped product.

ComTech Senior Operations Executive

Kantar Worldpanel

2020 - 2019

- **Survey Scripting and Design:** Designed and scripted a large-scale longitudinal survey that runs monthly in 10+ countries (~10,000 respondents per country), gathering data on streaming services and entertainment.
- **Ad Hoc Scripting:** Occasionally designed "ad-hoc" surveys for clients based on a contract or singular business needs, such as: Smart Home, Home Appliances, Wearable Tech (Smart Watches) etc.
- **Longitudinal Tech Panel:** Managed a monthly tech panel in 20+ countries (~10,000 respondents each). Handled monthly survey changes, data imports and exports, coordination with local country teams.
- **Data Processing:** Worked alongside production team to ensure quality and cleanup of incoming data.
- **Departmental Coordination:** Regular meetings and communication with commercial team, ensuring that our data met their standards and client needs. Clients included: Apple, Netflix, Disney, Amazon and Samsung.
- **Localization:** Coordinated with our localization partners to ensure proper translations for each country.

Lead Level Designer and Community Manager

Crowbar Collective - Black Mesa

2022 - 2013

- **Singleplayer FPS on the Source Engine:** Acclaimed fan-remake of Half-Life which has sold millions of copies.
- **Singleplayer and Multiplayer Design:** Owned, designed and shipped 10+ singleplayer and multiplayer levels across full production cycles: planning, layout, gameplay, balancing, art, lighting, sound design, testing, bug-fixing and final polish, requiring a wide range of technical, creative and collaborative skills.
- **Chapter Lead:** Led development of the chapter [Interloper](#), working with a team of dedicated Level Designers and collaborating with other departments to realise our final vision of this climactic alien chapter.
- **Community Management:** Dealt with PR and the community via several forums and types of social media. Posted news updates, development blogs and information for the public and fans, as well as answered questions and helped with technical issues. I was also responsible for press interaction and creating media with the team, as well as managing our live streams.
- **QA and Testing:** Managed a team of public testers and handled disseminating and implementing their feedback to the team.

Corporate Affairs Manager

Gold Mercury International Think Tank

2015 - 2013

- **Administration and Management:** Managed the company's contacts, communications, databases, recruitment, meetings and events.
- **Publications:** Interviewed, recruited and managed several teams of research/publications interns, both in-house and remote, across each stage of developing publications: concepting, research, writing, drafting, editing, design, publication.
- **Digital Content Development:** Produced and managed all facets of digital content: web development, social media and news updates. Managed weekly e-mail newsletter to 10,000+ recipients, as well as enforced database compliance with data laws. Set up Gold Mercury's film studio: scripting, shooting and editing videos, podcasts, interviews and photographs. Dealt with clients and guest interviewees as part of this process.

Qualifications

BA Honours (2.1) in Geography - London School of Economics

2013 - 2011

- **Dissertation (1st Class Honours):** "A Study of Presentation of the Self in Online Communities"

A-Levels - Queen Elizabeth's School for Boys

2011 - 2003

- **A*** in English and Geography, **B** in History, **C** in Chemistry