

# Ransom Linder

## Level & Narrative Designer

### Experience

#### Small Loan Studio — *Red Rain* — Technical Designer

June 2025 - Present

- Lead the technical narrative and programming teams on narrative-driven survival game, allocating tasks and training new recruits.
- Lead development of enemy AI and its iteration with Game Design Lead.
- Advised on engine's narrative and gameplay limitations via 2–3 meetings a week with leads and departments, encompassing ~40 team members.

#### Small Loan Studio — *TGO* — Technical Narrative & Level Designer

January 2025 - June 2025

- Scripted 100+ lines of branching NPC conversations and quest logic.
- Made blockouts and placed interactables in horror RPG.

#### Meta via TEKsystems — Data Annotator

August 2025 - Present

- Curated large-scale image datasets to identify high-quality assets.

#### Apple via Mindlance — 3D-Environment Editor

July 2024 - July 2025

- Analyzed and remedied deficiencies by marking 3D-generated data.

### Other Projects

#### 1 Friend Online — Team of 3

April 2023 - October 2023

- Co-wrote branching narrative, using diegetically chosen events to tell a story about friends playing an MMO RPG.
- For half the levels: created layouts, blockouts, placed triggers, and worked with Environment Artist to light and set dress.
- Iterated on design, adding landmarks, props, and UI elements based on feedback, ensuring smooth gameplay.

#### Emergent Narrative Prototype — Solo

January 2023 - May 2023

- Scripted an abstract procedural narrative generator, based on three act structure using UE5 Blueprints and BT.

#### Sun, Moon, and Harmony — Team of 2

June 2022 - July 2022

- Wrote and implemented non-verbal narrative; spearheaded all puzzle and cozy-combat mechanics to emphasize environmental storytelling.
- Planned and blocked out four short 3D levels, modeling, lighting, and texturing characters and props to suit tone and pacing.

#### Don't Get Ghosted — Team of 5

May 2021 - August 2021

- Created level and implemented a multitasking system where the player switches between hiding from their boss and texting their gf via UMG.
- Recruited playtesters and iterated based on difficulty feedback.

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### Skills

#### Production | Source Control

- Jira
- Notion
- Perforce
- GitHub
- Diversion

#### Asset Creation

- Maya
- Photoshop
- Blender
- Substance Painter
- Illustrator

#### Engines

- Unreal Engine 4/5
- Twine
- Godot
- CreationKit
- Solaris

### Languages

#### Code

- UE Blueprints
- C++
- Lua
- Ink

#### Natural

- English
- Japanese

### Education

#### The Narrative Department

Game Writing Certificate  
2024

#### Texas A&M University

B.S. Visualization, Minor in  
Game Design  
2023