

ADAM BIDEAU

Level Designer

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EXPERIENCE

Adjunct Instructor 05/2025 - Present

University of Florida

University

- Instruct and mentor an online class of 22 students in the fundamentals of Level Design and Unreal Engine 5, developing curriculum and hands-on assignments to foster foundational skills and industry best practices.

Lead Combat Designer – Contract Position 04/2023 - 08/2023

Slipgate Ironworks

Game Development Company

- Collaborated with Slipgate's multiple creative teams, applying expertise in combat mechanics and player feedback loops, to deliver a satisfying and replayable combat experience for their in-progress title.

Level Designer 02/2016 - 01/2023

id Software

Game Development Company

- Designed and implemented gameplay spaces across 10+ production levels, integrating automaps, traversal tools, and encounter systems to improve player flow, reduce navigational friction, and support scalable gameplay pacing.
- Led end-to-end development of full game levels across multiple titles, designing combat arenas and scripting core gameplay features that enhanced player engagement, reinforced combat pacing, and aligned with overall design pillars.
- Designed and prototyped puzzles, scripted gameplay, and combat encounters in collaboration with cross-functional teams, resulting in cohesive gameplay systems that elevated moment-to-moment combat and overall player immersion.
- Spearheaded the final gameplay pass for key *Doom Eternal* levels, refining combat flow and player progression to deliver intense, and high-quality encounters aligned with the series' fast-paced identity.
- Implemented streaming volumes to maintain 60 FPS across platforms, collaborating with art and engineering teams to optimize collision and asset usage—resulting in improved runtime performance and reduced frame drops.
- Mentored 3 junior content designers through hands-on guidance and feedback, accelerating their growth and increasing team-wide consistency and quality.

Level Design Intern 06/2015 - 02/2016

id Software

Game Development Company

- Leveraged quick adaptability and systems knowledge to integrate seamlessly into the id Software design team and implement automaps across all *DOOM (2016)* production levels, improving player navigation and overall level readability.

EDUCATION

Master of Interactive Technology in Digital Game Development – Level Design Specialization Certificate in Digital Game Development – Level Design Specialization 08/2013 - 05/2015

Southern Methodist University, Guildhall

Bachelor of Integrated Studies 08/2009 - 05/2013

Washburn University

SUMMARY

Experienced combat and level designer with 7+ years of experience creating gameplay-rich environments for AAA first-person shooters. Specialized in combat systems, player flow, and scripting encounters using Unreal Engine and proprietary tools. Proven track record of shipping high-profile titles and mentoring junior designers in fast-paced, cross-disciplinary teams.

PROJECTS

Credited Contributor

- Quake 2 (2023)*
- Doom Eternal - The Ancient Gods, Part 2 (2021)*
- Doom Eternal - The Ancient Gods, Part 1 (2020)*
- Doom Eternal (2020)*
- Doom VFR (2017)*
- Quake Champions (2017)*
- Doom (2016)*

SKILLS

Editors

Creation Kit
Unreal Engine 5
Source SDK
CryEngine 3
Unity
Id Tech 6-7
Modo
TrenchBroom

Software

3DS Max
PhotoShop
Microsoft Office Suite

Scripting Languages

Kismet
Unreal Script
Blueprint
Flowgraph
Lua
Logic Designer