

Noa Schneider

Level Designer / Environment Artist

Portfolio: noaschneider.com



Profile

Level Designer and Environment Artist focused on immersive spatial and visual design, crafting spaces that guide player movement, pacing, and narrative through composition, lighting, and form.

Education

BFA in Game Art 2023-2026
Gnomon, Los Angeles California

Professional Experience

3D Art Intern

Wicked Fox Games, Seattle, Washington

- Built one stylized 3D background for the Pinup Poker game project
- Produced all assets including modeling, texturing, shader development, and lighting
- Collaborated cross-discipline and provided 3D guidance to team member

Experience

Delivery at Dusk Project

Game Creation 4 / Demo Reel

- Designed and built a complete gameplay space from blockout to final
- Implemented gameplay systems and level scripting using Unreal Blueprints
- Developed procedural tools (PCG, Houdini) to accelerate level & art iteration
- Integrated level design and environment art to support gameplay flow and narrative
- Applied composition, lighting, and scale to guide player movement and readability
- Created modular architectural kits to support flexible and scalable environments

Contact

NoaSchneider@gmail.com
<https://noaschneider.com>

Approach

- Works across the full pipeline from blockout to final environment
- Designs spaces that integrate gameplay flow, readability, and environmental storytelling
- Builds environments that reinforce core gameplay pillars and player experience goals
- Uses environment art fundamentals (composition, lighting, scale) to guide player behavior
- Builds procedural and modular systems to accelerate iteration across level design and art
- Develops procedural and modular systems that allow design and art to iterate in parallel
- Collaborates effectively in feedback-driven environments with strong communication and shared ownership

Tools & Technologies

Game Engines

- Unreal Engine

Art & Content Creation

- Maya
- Zbrush
- Substance Painter & Designer
- Photoshop / Illustrator
- Marmoset Toolbag

Procedural / Technical

- Houdini
- Speedtree
- Gaea
- MEL / Python

Source Control

- Git Hub
- Perforce