

## LEVEL DESIGN SKILLS

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- **Construction** - BSP, Terrain, Height maps, Voxel, Static Mesh
- **Gameplay** – Design, Flow analysis, Testing, Balancing
- **Scripting** – Gameplay, Cinematic, Event
- **AI** – Placement, Pathing, Scripting
- **Leadership** – Deadlines, Document maintenance, Peer Leadership
- **Modeling** – Creation, UVW mapping, Texturing
- **Texturing** – Hand painting, Photo reference, Materials
- **Documentation** – Concept, Level Design, Game design, Asset and development plan, Scheduling
- **Programming** – Entity creation (UT2004, Radiant, Source)

## SOFTWARE

- Level Editors
  - Hammer – *Half-Life 2, Portal*
  - Radiant – *Quake 4*
  - UnrealEd – *Unreal Tournament 2004*
  - UnrealEd U3– *Gears Of War*
  - Torque Game Builder
  - The Elderscrolls Construction Set - *Oblivion*
- 3D Studio Max 10
- Adobe Photoshop CS3
- Adobe Illustrator CS2
- Adobe Flash, Fireworks, Dreamweaver
- Microsoft Office 2007: Word, Excel

## APPLICABLE SKILLS

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- Programming/Scripting Languages
  - Assembly (MASM)
  - ANSI C
  - ANSI C++
  - Java
  - Lua 5.1
  - Visual Basic
  - Unreal Script
  - Quake Script
  - Torque Script
- Source Control – Tortoise CVS, Subversion CVS
- Project/Design Management
  - Microsoft Visio 2003
  - Microsoft Project 2003

## GAME EXPERIENCE

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### *The Color of Doom*

January – July 2008

Lead Level Designer (Faculty Appointed) – *Half-Life 2* Team Project

- 15-member team (6 Level Design/ 6 Artists / 3 Programmers)
- Created the level design document for large multi room level
- Performed final detail pass on all levels: added BSP detail, lighting tweaks, model adjustment
- Oversaw and collaborated with level designers in level creation
- Programmed area of effect special attack
- Solved multiple code integration bugs
- Synthesized activities to ensure top quality final product

### *Escape From Ithuria*

July – September 2007

Producer (Faculty Appointed) – *Unreal2004* Team Project

- 15-member team (7 Level Design/ 6 Artists / 2 Programmers)
- Collaborated with designers, artists and programmers to create an innovative and fun game play experience
- Performed final detail pass on all levels: added BSP detail, lighting tweaks, model adjustment
- Level Construction: BSP placement, texture placement, and lighting for final level
- Leveraged legacy A.I. code to create several A.I. profiles: Chasing melee A.I. for Golem, Pathing A.I. for Golem, Chasing Melee A.I. for Mini Elementals, Chasing / Ranged A.I. for Elementals, Standing A.I. for Fire Spitters, Standing A.I. for Clockwork Knights, Chasing A.I. for Clockwork Knights, Chasing/Flying A.I. for final boss.
- Authored asset and development plan
- Held and ran all team meetings
- Ensured all milestones were exceeded

### *Enmity*

October – December 2007

#### Level Designer – *Quake 4* Individual Project

- Designed level in conjunction with customized A.I.
- Authored level design document
- Level Construction: BSP placement, texture placement, lighting, entity placement, encounter planning and balancing
- Scripted several custom weapons: Low damage rocket launcher for 3<sup>rd</sup> room boss, Low damage rail gun for 2<sup>nd</sup> room boss, Dark matter blaster hybrid weapon.
- Scripted/Programmed customized A.I., A.I. simulates a strategic battle utilizing scripting and minor base code changes

### *Lycan the Dark Secret*

January – March 2007

#### Level Designer – *Torque 2D* Team Project

- 4-member team (2 Level Design/ 2 Artists)
- Designed the third level
- Designed: Combat system, health system, HUD, Menus, A.I. behavior, 2D particle effects, custom 2D physics
- Collaborated on balance and fine tuning systems to find the “fun”
- Created Game design document
- Programmed: Combat system, health system, pickups, HUD, menus, A.I behavior, 2D particle effects, custom 2D physics

### *Stand Alone*

January – July 2008

#### Level Designer – *Halfe-Life2* Individual Project

- One level single player stealth mission
- Level Construction: BSP placement, texture placement, lighting, entity placement and encounter balancing
- Authored level design document
- Generated scripted stealth system: Scripted limited view cone, Scripted limited audio range, Scripted custom detection reaction, scripted “dark” system for player hiding

## ACADEMIC EXPERIENCE

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SOUTHERN METHODIST UNIVERSITY: THE GUILDHALL, Plano, TX

July 2008

Masters of Interactive Technology, Digital Game Development, Specialization in **Level Design**

SOUTHERN OREGON UNIVERSITY, Ashland, OR

June 2006

Bachelors of Science in **Computer Science**

- Won Computer Science Academic Service Award in 2004
- Collaborated with faculty to create Game Programming Club
- Introduced Torque game engines into game programming courses

## WORK EXPERIENCE HIGHLIGHTS

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Falcon Northwest, Ashland, OR

*Technical Support / Office Assistant*, 2001 – 2002

- Streamlined daily accounts receivable processes by developing customized program
- Maintained a high volume workload, performed with absolute accuracy, and met strict deadlines

INTERNET CDS, Medford, OR

*Senior Technician*, 1998 – 2001

- Advanced and bolstered activities of fellow technicians and business clients by providing training, motivation, and support