

SKILLS/ABILITIES

Level Editors: Unreal Tournament 3 Editor/*Gears of War*, Hammer (*Half-Life 2*), TES Construction Kit (*Elder Scrolls IV: Oblivion*), Torque 2D

Level Design Skills: BSP work, texturing, lighting, level streaming, gameplay planning, scripting, triggers, machinima, sound/music integration

Programming/Scripting: C++, C#, VB, VBA, SQL, Lua 5.1, Kismet

Software Tools: Unreal Matinee, 3DS Max 2009, Adobe Photoshop CS3, Microsoft Office 2007 (Word, Excel, Powerpoint, Access), Digital Performer, M-Audio Session

GAME EXPERIENCE AT THE GUILDHALL AT SMU

Play Soldier, Unreal Tournament 3 Team Project (Team Size: 16) August 2009 – December 2009

Assistant Game Designer/Producer

- Faculty selected producer/designer for a team of: 6 artists, 7 level designers, and 3 programmers
- Designed and worked on in-game Matinee sequences with team members
- Designed and discussed primary gameplay powers players use with team members
- Created documentation for the team (Asset List and Development Plan, Game Design Doc)
- Maintain Sprint task lists for team members
- Created custom thematic music for each level

Elastiball, Unreal Tournament 3 Team Project (Team Size: 7)

March 2009 – May 2009

Lead Level Design

- Wrote Level Design Document to support the game's design and vision
- Created a custom menu system using Kismet and Unreal's UIScene editor that featured a Matinee sequence
- Designed and placed art assets for two goal scoring areas that took advantage of the game's slinging mechanic (like Spiderman)
- Placed art assets within the level to create fun transitions between goal scoring areas
- Communicated the game's level design during team presentations

Return of The NOM, TorqueX Builder Team Project (Team Size: 4)

October 2008 – December 2008

Game Designer/Project Lead

- Created original IP that won award for Best Enemies
- Created and managed team task list
- Created and managed game design document, and asset and development plan
- Designed, documented, and implemented three levels in Torque
- Added and manipulated Torque components to create gameplay
- Added C# code to TorqueX engine to support a dynamic camera in "cut-scene" sequences

Armando Villarreal III

Level Designer

6820 Preston Rd. Apt 13111 , Plano, TX 75024
210.394.0359

avillarrea@smu.edu
<http://guildhall.smu.edu/portfolio/AVillarreal/home>

Evacuation, Individual *Gears of War* Level
Level Designer

March 2009 – May 2009

- Designed a single player mission
- Created three Matinee sequences to communicate mission goal and player progress
- Blocked out BSP, textured, lit, and placed gameplay elements

Ascension, Individual *Half-Life 2* Level
Level Designer

March 2009 – May 2009

- Scripted four unique interactive gameplay mechanics
- Designed original gameplay and created and maintained the Level Design Document
- Blocked out BSP, textured, lit, and placed gameplay elements for five rooms in Hammer SDK

Master's Thesis Project – *The Effects of Music on Gameplay and Immersion*

- Created three gameplay areas in *Gears of War* (includes BSP, textures, lighting, and gameplay)
- Introduced music in different ways as players progress through the three areas
- Music consisted of:
 - Thematically appropriate
 - Thematically inappropriate
 - No music
- Conducted surveys to study how each tester reacted to an area and the music introduced

EDUCATION

Masters of Interactive Technology, Digital Game Development - Level Design
Guildhall at Southern Methodist University, Plano, TX

December 2009
(3.75 gpa)

- Specialty: Scripting
- Thesis Work: How Music Affects Gameplay

Bachelor of Arts, Computer Science/Application Systems
St. Mary's University, San Antonio, TX

May 2005
(3.72 gpa)

- Major: Computer Science/Application Systems
- Minor: Music

WORK EXPERIENCE

Technology Engineer, Harland Clarke, San Antonio, TX

May 2003 – present

- Conduct data analysis and generate manufacturing reports that trend different performance metrics of key company processes
- Create and modify existing Visual Basic applications that allow users to interact with different company machinery
- Collaborate with team members to develop company software
- Create and modify existing SQL scripts for database management