

Hans Larsen

Level Designer/Scripter

15705 Quorum Dr. #2334
Addison, TX 75001

www.hl-larsen.com

Cell Phone: 508-776-5000
hlarsen@smu.edu

SKILLS

- **Level Editors:** UnrealEd (Gears of War, Unreal Tournament 3), Radiant (Call of Duty 4), Hammer (Half-Life 2), TES Construction Kit (Morrowind, Oblivion), Unity 3D
- **Programming/Scripting:** C++, C#/XNA, LUA, HTML, Unreal Script and various other proprietary scripting languages
- **Office Applications:** Word/Excel/Power Point, MS Project
- **Written and Verbal Skills:** Strong writing and verbal skills, communication through documents, wiki articles, email, meetings, and problem resolution
- **Team/Pipeline Skills:** Development/Placeholder assets (Adobe Photoshop, 3D Studio Max), Source Control (Tortoise SVN), SCRUM, Task Lists, Code review

LEVEL DESIGN SKILLS

- BSP block-out and detail geometry
- Texture placement
- Detail mesh and decal placement
- Terrain manipulation and texturing
- Lighting
- 2D Concept Mapping
- Level and game-flow planning
- Gameplay/trigger systems
- Enemy placement and pathing
- Visual and code-based scripting
- Concept and design documentation
- Quest design

GAME DEVELOPMENT EXPERIENCE

"Project Puppet", *Unity 3D* Single-Player RPG Team Project July – Current 2009

Level Design/Scripter

- Create components to be used by other designers
- Assist with initial designs and systems
- Responsible for pipeline and initial implementation requirements

The Chronos Project, *Unreal Tournament 3* Single-Player Team Project January – May 2009

Level Design/Scripter, Art Manager

- Created BSP block-out, textures and first pass population of introductory area
- Oversaw and implemented matinee (cinematic) sequences
- Responsible for oversight of art team with five direct reports
- Responsible for technical approval of all art assets and creation of art task lists
- In charge of compiling and distributing the build at each milestone
- Liaison between departments
- Collaborated with other leads to solve any issues during development

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Master's These Project, *Half-Life 2* Individual Project January – May 2009

Author and Level Designer/Scripter

- Researched and wrote Master's Proposal on character advancement in the First-Person Shooter genre
- Designed test map, blocked out BSP, textured, lit and placed all gameplay elements using Hammer
- Tested and interviewed participants and analyzed the gathered data

Scenic Route, *Call of Duty 4* Individual Project January – May 2009

Author and Level Designer/Scripter

- Created all design documentation and 2D maps
- Blocked out all geometry and placed models
- Scripted all sequences

Final Act, *Unreal Tournament 3* Multi-Player Team Project June – October 2008

Level Designer/Scripter

- Reported to project and software leads for tasks
- Created all custom particle effects
- Created custom classes for mod code base
- In charge of compiling and distributing the build at each milestone

What About Bravo, *Gears of War* Individual Project June – October 2008

Author and Level Designer/Scripter

- Created all design documentation and 2D maps
- Blocked out all BSP and placed all static meshes
- Scripted all sequences and cinematic

Jyouge Tenchi, *Torque X* Team 2D Project March – May 2008

Project Lead, Level Designer/Scripter

- Responsible for all design documentation
- Oversaw all production and management tasks on the project
- Scripted custom boss battles and other needed game functionality
- Optimized implemented levels and ported the game to the Xbox 360

EDUCATION

SMU Guildhall, Plano, TX May 2009

Master of Interactive Technology, Specialization in Level Design

Lehigh University, Bethlehem, PA May 2006

Bachelor of Arts, Major in Cognitive Science, Minor in Philosophy