

Skills

- **Editors & Engines** – Unreal Technology 3 (*Unreal Tournament 3*, *Gears of War*), Radiant (*Doom 3*, *Call of Duty 4*), Gamebryo (*Morrowind*, *Oblivion*), Hammer (*Half-Life 2*), Unity
- **Scripting/Programming** – OblivionScript, DoomScript, JavaScript, C#, Unreal Kismet
- **Art Asset Creation** – 3D Studio Max, Adobe Photoshop CS2, Texture Maker
- **Office Applications** – Microsoft Word, Excel, PowerPoint, Project, Adobe Acrobat Professional
- **Written & Verbal Communication Skills** - Very strong written and verbal documentation and communication skills

Design Specialties

- Architectural Design Skills
- Strong BSP Creation & Editing
- Modular Level Construction/Detailing
- Terrain Creation and Editing
- Atmospheric Lighting & Sound
- Level & Environmental Scripting
- Machinima/Matinee
- Modeling, Unwrapping, & Animating Assets
- Level and Gameplay Flow Planning
- Concept, Pitch, & Design Documentation

Game Development Experience

The Ghost Ship – Standalone *Doom 3* mod (Masters Project)
Level Designer, Scripter

January 2009 – May 2009

- Created a self-contained, standalone story-driven level within the *Doom 3* engine to determine the effects of camera perspective on player investment
- Wrote a custom 3rd-Person camera mod to test against standard 1st-Person perspective
- Designed, BSP blocked out, textured, decorated, lit, and placed enemies for 10 minutes of gameplay
- Wrote several custom scripted sequences within DoomScript designed to maximize player immersion/investment within the space
- Interviewed playtesters who playtested both perspectives on the level, analyzed and organized data, presented results as a Master's Thesis

Leviathan – Unreal Tournament 3 Total Conversion (Team Project)
Level Designer, Special Effects and Matinee Artist

December 2008 – May 2009

- Worked directly with Art Lead to create the textures, materials, and emitters necessary for game particle systems
- Worked extensively with Unreal material editor and Cascade to create engaging and realistic particle effects, as well as dynamic and adaptive in-game materials
- Designed, scripted and created level-advancing matinee for the game's opening level
- Used modular art assets to design and create prefab buildings to be used within game levels

Game Development Experience (cont.)

Nightbear: The Stuffening – UTIII Mod/Gametype (Team Project) August 2008 – October 2008
Game Designer and Weapon Artist

- Concepted and designed gameplay for a custom multiplayer UTIII gametype and mod
- Documented & pitched game design, oversaw production
- Modeled, unwrapped, rigged, animated and imported each of the game's 6 guns
- Worked to create high-detail, high-poly 1st person meshes for guns, as well as low-poly 3rd person versions

Moriarcis: City of the Dead – Oblivion Mod March 2008 – May 2008
Level Designer, Scripter

- Created a completely autonomous city of undead skeletal citizens
- Designed layout and flow of underground ruined city, as well as 2 new dungeons
- Populated city with custom skeletal NPCs, complete with daily Radiant AI schedules
- Wrote 7 custom spells with OblivionScript, each with a unique scripted spell effect, such as the summoning of skeletal companion NPCs
- Wrote scripts for custom-made placable, posable, and equippable skeletal mannequins
- Created 2 retextured armors

Work Experience

Last Bastion Games January 2007 – July 2008
Artist/Game Designer

- Worked part time in conjunction with a programmer to create Unity-based, web-distributed games
- Used 3ds Max and Photoshop to model, texture, rig, and animate low-poly assets for 3D web games

The Pennsylvania State University January 2006 – May 2006
Flash Game Design Teaching Assistant

- Worked with a Professor of Game Theory to instruct a class of 18 students in the art, scripting, and game design skills necessary for the creation of Flash-based games

Education

Master's of Interactive Technology
Specialization in Level Design
Gearbox Scholarship Award Winner

The Guildhall at SMU
May 2009

Bachelor's Degree in Integrative Arts
Specialization in New Media
Minor in Architecture

The Pennsylvania State University
May 2007