

# Robert Howard • Level Designer/Scripter

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<http://guildhall.smu.edu/portfolio/RobHoward>

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## Skills

- **Level Editors:** UnrealEd (UT3, Gears of War), Radiant (Call of Duty 4), Hammer (Half-Life 2), TES Construction Set (The Elder Scrolls IV: Oblivion), Electron (Neverwinter Nights 2), Aurora (Neverwinter Nights 1), GECK (Fallout 3), Torque XBuilder
- **Scripting/Programming:** GSC (Call of Duty 4), UnrealScript, NWScript, LUA v5.1, C#/XNA, Visual and Entity Based Scripting (Unreal Kismet, Half Life 2, TES Oblivion)
- **Environmental Art:** 3ds Studio Max (Mesh Creation), Photoshop (Texturing)
- **Music/Sound:** Cakewalk SONAR, Sound Forge (Music composition and sound design)
- **Documentation/Productivity:** MS Office: Word, Excel, Powerpoint
- **Written and Verbal Communication:** Write technical documents with and without visual aids, verbal presentations with and without visual aids (small and large groups)

## Level Design Skills

- BSP Block Out
- Level and Gameflow Planning
- Gameplay Trigger Systems
- Texturing
- Enemy Placement and Pathing
- Lighting
- Scripting
- Vehicle Based Gameplay
- Optimization
- Concept and Design Documentation
- Audio Implementation
- Environmental Storytelling

## Work Experience

***The Chronos Project*** (Team Project, Total Conversion for UT3)  
Lead Level Designer/Audio (Faculty Appointed)

November 2008 – May 2009

- Built the first prototype
- Wrote the Level Design Document
- Directed the layout and overall design of the game
- Managed the schedules and tasks of 9 other level designers
- Implemented level streaming in Unreal, allowing all 9 designers to work independently
- Collaborated with the Production, Game Design, Art, and Software leads to manage the overall development
- Created and implemented the musical score and sound effects

**Operation: Righteous Eagle** (*Level for Call of Duty 4*) January 2009 – Present  
Level Design, Scripting/Programming

- Wrote Level Design Document, with 2D and 3D diagrams
- Whiteboxed level: BSP blockout, prototyped gameplay
- Programmed gameplay with GSC scripting language
- Placed prop meshes, created detail BSP
- Integrated difficult gameplay scenarios not yet accomplished in the Call of Duty modding community, such as a working helicopter with useable turret
- Recreated the style of feel of a level from the official Call of Duty 4 campaign

**City Hall Shootout** (*Partial Mod for UT3*) November 2008 – Present  
Level Design, Scripting/Programming, Static Mesh and texture creation

- Designed in order to test implicit objective communication techniques, to complete research for a Masters of Interactive Technology from SMU Guildhall
- Implemented custom UT3 gametype in UnrealScript
- Combines environment and gameplay to guide player without explicitly telling them where to go
- Created static meshes and textures to combine with existing UT3 assets to create original look

**Riding Shotgun** (*Level for Gears of War*) August 2008 - October 2008  
Level Design, Scripting

- Modified an existing vehicle to create a wholly new experience in the Gears of War universe
- Used Unreal Kismet to script explosions, particle effects, and collapsing buildings on a highway

**Nightbear: The Stuffening** (*Team Game, Multiplayer Mod for UT3*) July 2008 – October 2008  
Environmental Art, Sound

- Created static meshes in 3ds Studio Max
- Created original sound effects

**The Siege of Morganda** (*Level for TES IV: Oblivion*) March 2008 – April 2008  
Level Design and Scripting

**Retail Quest** (*Team Game, 2D Action Platformer*) March 2008 – April 2008  
Level Design, Project Lead

## Education

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**The Guildhall at Southern Methodist University** May 2009  
Masters in Interactive Technology in Digital Game  
Development: Level Design

**Bowling Green State University** May 2003  
B.A. in Music Performance