

Professional Game Development Experience

Star Wars: The Old Republic – BioWare Austin

January 2010 – Now

World Designer: Scripting Department

- Took story and critical path information from the writers, then created gameplay to match.
- Optimized previously created content for stability and streamlined missions for the sake of QA time
- Added polish elements for missions on eight different planets
- Scripted Conversations for missions in order to create in-game consequences for player choice
- Polished quest content for E3 for three planets
- Used visual effects and art models to create dynamic in-game events that occur during missions
- Designed and placed NPC's in the game
- Implemented the companion affection system for three of the games companion characters
- Created and balanced combat encounters for missions that scale up in difficulty depending on the number of players in a group
- Designed combat encounters to work with the abilities of all playable classes, including two cover classes
- Took the initiative and designed a standard for damage volumes to be used by the scripting department
- Fixed hundreds of scripting bugs
- Worked with the programming, cinematics, writing and art departments daily to implement mission content

Skills

- **Editors & Engines** – Hero Engine, Unreal Engine 3 (*Unreal Tournament 3, Gears of War*), Hammer (*Half-Life 2*), The Elder Scrolls Construction Kit (*Oblivion, Fallout 3*), Aurora (*Neverwinter Nights*), Torque X, Unity
- **Scripting/Programming** – Unreal Kismet, Lua 5.1, OblivionScript, C#, NWScript (*Neverwinter Nights*)
- **Unreal Technology Skills** – Matinee, Material Editor, Cascade Particle Effect Editor, Sound Cue Editor, UI Scene Editor
- **Art Asset Creation** – 3D Studio Max 2009, Adobe Photoshop CS3
- **Other Applications** – Google Sketchup 7, Microsoft Office 2007 (Word, Excel, PowerPoint, Project, Visio)
- **Game Design** – Created the concept and designed a game for a 15 man design team
- **Production Experience** – Produced two student games while at the Guildhall

Design Specialties

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| • Level & Environmental Scripting | • Terrain Creation and Editing |
| • Concept, Pitch, & Design Documentation | • Machinima/Matinee |
| • Architectural Design Skills | • AI Pathing and Enemy Behavior |
| • Strong BSP Creation & Editing | • Level and Gameplay Flow Planning |
| • Atmospheric Lighting & Sound | • Production planning |

Game Development Experience

Hail to the King – Gears of War Level

August 2009 – December 2009

Level Designer, Scripter

- Designed, BSP blocked out, textured, decorated, lit, and placed enemies for 10 minutes of gameplay on foot
- Created a mechanic using destructible meshes to create cover
- Created an pilotable King Raven Helicopter using Kismet scripting and the Matinee system.
- Used the destructible environments to test a Master's Thesis

Game Development Experience (cont.)

Brink – Gears of War Level

March 2009 - May 2009

Level Designer, Scripter

- Designed and built a level based around environmental forces pushing the player forward
- Added destructible cover to *Gears of War* gameplay
- Added a scripted series of lights that burn out in order so the player has to constantly move forward to stay safely in the light
- Designed a train to contain gameplay that collapses via scripting
- Designed, BSP blocked out, textured, decorated, lit, and placed enemies for 10 minutes of gameplay

Play Soldier – Unreal Tournament 3 Total Conversion

August 2009 – December 2009

Concept Designer, Game Designer, Producer, Sound Designer

- Worked with 15 artists, level designers and programmers to produce an original game idea of my design
- Created the sprint schedule and task lists for a 16 week project using the SCRUM system
- Wrote the Game Design Document and designed the play mechanics, story, characters, and environments
- Managed an effective and productive team by keeping morale up and risk analysis to cut or modify features that would blow the time table
- Used the UI Scene Editor to devise an interactive menu that changes a 3D scene in the background
- Modeled 10 destructible building pieces, play tested and refined destructible objects to get maximum visual effect and good frame rates
- Created 5 particle effects to simulate destruction of a building
- Used modular art assets to design and create 2 prefab buildings used within game levels
- Found or created 20 environmental and player sounds

The Longest League – Unreal Tournament 3 Multiplayer Map

January 2009 – March 2009

Level Designer, Scripter

- Created a level based on the classic deathmatch map DM17, while incorporating slight gameplay variations
- Used scripting to create a play area that appeared to be in motion using moving 3D Meshes
- Designed, BSP blocked out, textured, decorated, lit, and placed spawn points for 16 players
- Modified existing materials on UT3 static meshes to create a greater variety of crates

Education

Master's of Interactive Technology, Digital Game Development

Specialization in Level Design

Bachelor's Degree in Journalism

Minor in Sociology

The Guildhall at SMU

December 2009

Baylor University

May 2005