

DANIEL UNDERWOOD

Designer

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Austin, TX 78750

(870)-397-3834
dunderwood.jerome@gmail.com

SKILLS

Level Editors: Hero Engine, UnrealEd (*Unreal Tournament 3*, *Gears of War*), Hammer (*Half-Life 2*, *Portal*), Elder Scrolls Construction Set (*Oblivion*), TorqueX Builder

Level Design Skills: Level and game flow planning, documentation, BSP blockout, texturing, lighting, optimization, scripting (input/output and code based), AI pathing, trigger systems, movers, matinees, cascade,

Art Tools: 3DS Max 2009, Photoshop CS3, Sketch Up 7

Scripting Languages: Kismet, Hammer, Lua 5.1, C#

Documentation Tools: Microsoft Office 2007: Word, Excel, PowerPoint, Visio, Project, and Outlook

Source Control Tools: Dev Track, Extra View, Tortoise SVN, Issue Manager

PROFESSIONAL GAME EXPERIENCE AT BIOWARE

Star Wars: The Old Republic - BioWare Austin

January 2010 - December 2010

World Builder: Scripting

- Created gameplay to match story and critical path information provided by writers
- Optimized previously created content for stability
- Polished quest content for missions on 8 different planets
- Polished quest content on three planets for E3
- Used visual and sound effects to create dynamic in-game events
- Designed and placed NPC's and cover in the game
- Implemented the companion affection system and created and maintained documents for three of the game's companion characters
- Created and balanced combat encounters for missions that scale up in difficulty
- Fixed hundreds of scripting bugs
- Worked with cinematic, art, writing, and programming departments daily to implement quest content

GAME EXPERIENCE AT THE GUILDHALL AT SMU

Primae Noctis, Team *Unreal Tournament 3* Project

September – December 2009

Level Designer

- Created and maintained the Level Design Document for the Dungeons/Barracks level
- Blocked out BSP, textured, lit, and placed gameplay elements for a single player level using the UnrealEd (*Unreal Tournament 3*)
- Scripted five interactive gameplay elements using Kismet
- Scripted AI placement and pathing using Kismet

Portal Life, Individual *Portal* Project

September – December 2009

Level Designer

- Created and maintained the Level Design Document
- Blocked out BSP, textured, lit, and placed gameplay elements for a single player level using Hammer (*Portal*)
- Scripted four interactive gameplay elements using Hammer
- Scripted three *Half-Life 2* like physics puzzles to solve using the portal gun

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Controlled Demolition, Individual *Half-Life 2* Project

May – June 2009

Level Designer

- Created and maintained the Level Design Document
- Blocked out BSP, textured, lit, and placed gameplay elements for a single player level using Hammer (*Half-Life 2*)
- Scripted six physics puzzles and three objectives using Hammer script

Doppelganger, *Gears of War* Individual Project

March - May 2009

Level Designer

- Blocked out BSP, textured, lit, and placed gameplay elements for a single player level using the UnrealEd (*Gears of War*)
- Scripted four matinee and AI sequences
- Produced and maintained the Level Design Document
- Scripted six objectives and five points of interest

DM17, Individual *Unreal Tournament 3* Project

April – March 2009

Level Designer

- Blocked out BSP, textured, lit, and placed gameplay elements for a multiplayer level using the UnrealEd (*Unreal Tournament 3*)
- Level based off of the original DM17 map for *Quake 3*
- Created original design and gameplay and created and maintained the Level Design Document
- Scripted four interactive gameplay elements using Kismet

The Lost Thingamajig, Individual *Oblivion* Project

November – December 2008

Level Designer

- Textured, lit, and placed gameplay elements for indoor and outdoor areas using the Elder Scrolls Construction Set
- Scripted two quests, 45 lines of dialog, and three different AI behaviors using the Elder Scrolls Construction Set
- Produced original design and gameplay and created and maintained the Level Design Document

Rom's Hard Drive to Silicon Valley, Team 2D Side Scroller

October – December 2008

Lead Level Designer

- Created a 2D Side Scrolling Game with three other team members that used *Torque X*
- Created and maintained Level Design Document for one level of gameplay and implemented two other levels and three boss fights
- Scripted in-game events and menu system using VBScript and implemented sound effects and music

EDUCATION

The Guildhall at SMU, Plano, TX

Certificate in Digital Game Development, Specialization in Level Design

December 2009

GPA 3.41

University of Arkansas Community College at Hope, Hope, AR

Associates of Arts: General Education

May 2007

GPA 3.5