

Evan Kawa

Designer / Scripter

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SKILLS

EDITORS	Proficient in: UnrealEd (Unreal Tournament 3/Gears Of War/UT2004), Hammer (Half-Life 2), DEdit for Jupiter (Tron 2.0), Torque X for XNA Knowledge of: Radiant (Call of Duty 4), TES Construction Set (Oblivion)
SCRIPTING	Proficient in: UnrealScript (UT3 / UT2004), Kismet (UT3 / Gears Of War), Input / Output system for Source (Half-Life 2), C# for XNA (Torque X) Knowledge of: Code-based scripting for Oblivion, Command system for Jupiter (Tron 2.0)
MODELING / TEXTURING TOOLS	Knowledge of: 3D Studio Max 8 – Box modeling and subdivision modeling, Materials, Animation tracks and curves, UV Unwrap Photoshop CS2 – Basic texture creation and modification
COMMUNICATION	Microsoft Office Suite 2007 – Word, Outlook, Excel, Powerpoint Strong public speaking, Leadership abilities, Presentations
PRODUCTION AND SCHEDULING	Rapid development using SCRUM, Project tracking in Microsoft Project, Bug tracking software (Issue Manager), Source control software (Tortoise SVN)

LEVEL DESIGN

SKILLS

- BSP creation and Layout
- Lighting
- Mesh Creation and Placement
- Gameplay Scripting
- Environmental Scripting
- Particle Systems
- Material Creation and Application
- Scripted Sequences and Machinima
- Optimization
- AI Pathing
- Documentation

GAME EXPERIENCE

SMU GUILDHALL –
PLANO, TX

LEVIATHAN – SINGLE PLAYER UNREAL TOURNAMENT 3 MODIFICATION

JAN 09 – MAY 09

LEAD LEVEL DESIGNER

- Lead nine other designers in developing levels for a new game type
- Co-ordinate and assign tasks
- Maintain asset pipeline and repository
- Attend and contribute to design discussions with other leads
- Develop solutions to difficult technical problems

GHOST IN THE MACHINE — SINGLE PLAYER HALF-LIFE 2 LEVEL

DEC 08 — MAY 09

LEVEL DESIGNER

- Design and construct single player level in Hammer
- Focus on puzzle/stealth based gameplay
- Blend unique setting with the Half-Life 2 universe
- Create and import new materials

LIBRUM VITALIS — MULTIPLAYER UNREAL TOURNAMENT 3 MODIFICATION

JUN 08 — OCT 08

GAMEPLAY / UI SCRIPTER

- Develop basic AI pathing routines
- Work with art team to design and implement HUD
- Implement character animations and create animation blending tree
- Adhere to style and structure standards found in TDD

GLASS HOUSE — SINGLE PLAYER GEARS OF WAR LEVEL

AUG 08 — OCT 08

LEVEL DESIGNER

- Design and construct single player level in UnrealED
- Focus on highly polished visuals in a re-useable area
- Create exciting scripted cinematic sequences in Matinee
- Define an interesting and open interior space

CANYON 17 — MULTIPLAYER UNREAL TOURNAMENT 3 LEVEL

AUG 08 — OCT 08

LEVEL DESIGNER

- Design and construct multi player level in UnrealED
- Apply unique visual style to a pre-set gameplay design
- Optimize AI pathing for computer players
- Create and import custom static meshes

TOURIST TRAP — 2D PC AND XBOX 360 TITLE

FEB 08 — MAY 08

LEVEL DESIGNER / GAMEPLAY SCRIPTER

- Program simple friendly AI
- Implement weapon/inventory system
- Design and construct final level
- Script parallax scrolling support for backgrounds
- Polish first two levels visuals and gameplay

Education

PLANO, TX

JAN 08 — MAY 09

SMU GUILDHALL

Certificate in Digital Game Development

Specialization in Level Design

CALGARY, AB

SEPT 04 — MAY 06

SOUTHERN ALBERTA INSTITUTE OF TECHNOLOGY (SAIT)

Certificate in Engineering Design and Drafting Technology

Specialization in Civil / Structural