



Skills:

Level Design Skills

Level flow, objectives, and concept design
BSP blockout and texturing
Scripting (traditional code, kismet, input/output)
Artificial-intelligence behavior and pathing
Lighting and sound integration
3D model creation (placeholder assets)
Cinematics using Faceposer and Matinee

Documentation Tools

Microsoft Office 2007: Word, Excel, Powerpoint, Project

Programming Languages

Lua 5.1
Kismet (Unreal 3)
C#

Level Editors

Unreal Engine 3 (*Gears of War*, *Unreal Tournament III*)
Hammer (*Half-Life 2: Episode 2*)
Gamebryo (*Elder Scrolls IV: Oblivion*)
Torque X Builder (2D team project)

Art Tools

3D Studio Max 2009
Adobe CS4: Photoshop, Illustrator, InDesign
Adobe CS4: Flash, Fireworks, Dreamweaver
Google Sketchup 7
Sony Vegas Video 9.0
Adobe Soundbooth CS3 and Audacity 1.2.6

Source Control Tools

Tortoise SubVersion 1.6.5



Game

Experience:

The Guildhall at SMU

Braveheart: Primae Noctis, Team *Unreal Engine* Project

July to December 2009

LEVEL DESIGNER

- Decorated two interior spaces, including mesh work and BSP creation
- Scripted enemy movement and focused on what makes great stealth-action gameplay
- Planned out and implemented gameplay events including 3+ triggered matinee sequences
- Developed an in-depth level design document for the throne room encounter
- Worked closely with the artists, programmers, and other level designers to achieve milestone goals
- Improved mastery of Scrum and utilizing Scrum methods to increase team productivity

Master's Thesis Project

May to December 2009

LEVEL DESIGNER

- Researched and wrote a Master's Proposal looking into how time limits affect player's willingness to explore optional side areas, this included a well-developed level design document
- Gathered and interviewed participants, collected necessary data then compiled and analyzed
- Reworked BSP/mesh sections from previous work to function as a testing level in *Gears of War*

Where the Strider Things Are, Individual *Half-Life 2* Level

August to December 2009

LEVEL DESIGNER

- Created an interactive gameplay sequence using Faceposer
- Unique gameplay goal, players attach a device to a strider that makes the strider fight for the player
- BSP blockout of above-ground forest area with intricate terrain and believable battlefield elements
- Ultimate goal of making the level feel larger than it is using creative background entities and sounds
- Implement lighting, native *Half-Life* sound, custom sound, AI, balanced gameplay, and on-screen text
- Authored and compiled a comprehensive level design document

The Great Antlion Escape, Individual *Half-Life 2* Level

May to August 2009

LEVEL DESIGNER

- Focused on creative *Half-Life* gameplay, particularly antlions and how to integrate them in a new way
- Crafted an interesting puzzle involving scripting, animation sequences, and balanced timings
- Used Faceposer to import nine custom speech clips and animated an NPC based on each line of dialog
- Authored and compiled a comprehensive level design document
- Implemented player feedback and expanded on new ideas to evolve the level to a better form



From Sun Up Till Sun Beatdown, Individual *Gears of War* Level March to May 2009
LEVEL DESIGNER

- Crafted a believable city street environment involving BSP world building, mesh placement
- Extensive Kismet scripting, AI behavior and patterns, and key entity placement to balance action
- Fused scripted events and wow moments to create memorable combat that contributed to the gestalt
- Focused on Kryll and ways to implement their attacks, resulted in a sun setting, race against the clock
- Researched and inserted dyanamic lighting and material instancing to bring the sunset sequence to life
- Documented the level from beginning to completion with comprehensive updates

RUN, Team *Unreal Engine* Project February to May 2009
LEVEL DESIGNER

- Worked closely with other level designers to stream levels and solve complex technical problems
- Designed and documented the level layout for the second half of the game and assembled using BSP
- Placed custom assets while thinking of creative solutions for using limited assets to flesh out the world
- Constructed three button-activated script sequences to activate doors and various traps
- Critically participated in game design discussion and the overall player experience

The Farmer's Debt, Individual *Gamebryo Engine* Project November to December 2008
LEVEL DESIGNER

- Crafted an original quest with branching options within the world of *Elder Scrolls IV: Oblivion*
- Focused on an engaging storyline, terrain editing/texturing, creative tileset usage, and scripted events
- Wrote a comprehensive level abstract including map drawings, walkthroughs, and reference images

EnGarde!, Team *Torque X Builder 2D* Project September to December 2008
GAME DESIGNER/LEVEL DESIGNER

- Lead a team of four individuals in the creation of a 2D side-scrolling adventure game
- Implemented one level and the final boss fight, including the addition of eight self-created art assets
- Created various documents: concept, game design, level design, asset and development plans

Education: **The Guildhall at SMU**, Plano, TX □ □ □
December 2009
Masters of Interactive Technology, Digital Game Development - specialization in Level Design

ADDITIONAL WORK/STUDIES

- Developed four environment spaces using *Unreal* and *Source* engines, as well as six multiplayer maps
- Created a text driven adventure using only *C#* and modified a 2D role-playing game using *Lua*

Minnesota State University of Moorhead, Moorhead, MN May 2006
Bachelor of Science in Graphic Communications, emphasis in Digital Design

Work Experience: **Casino Enterprise Management** □ □ □
June 2007 to August 2008

PRODUCTION MANAGER - Promoted within three months of starting date

- Spearheaded redesign of magazine layout; rebuilt style sheets and templates for articles
- Facilitated communication between production and editorial departments
- Created an array of materials and completed tasks including: house advertisements, magazine covers, web graphics, 50+ feature stories, MP3 audio production, and file archiving/backups

Gamestop/Software Etc. July 2004 to July 2007

SENIOR GAME ADVISOR - Part-time Management

- Customer relations, solid fundamental knowledge of the game industry and video game products
- Assist in store layout, organize, and sell store promotions

Take 2 Video August 2000 to July 2004
SHIFT SUPERVISOR - Organized/budgeted game section, researched products to assist customers effectively