

JASON CATES

thejasoncates@gmail.com
http://guildhall.smu.edu/portfolio/jcates/home

Level Designer

(405) 326-3091

701 Fox Bend Trail Edmond, OK 73034

SKILLS

Level Editors/Engines

- Unreal Engine 3 (*Unreal Tournament 3*, *Gears of War*)
- Hammer (*Portal*, *Half-Life 2: Episode 2*)
- Dragon Age Toolset (*Dragon Age: Origins*)
- Gamebryo (*Fallout 3*, *The Elder Scrolls IV: Oblivion*)
- Torque X Builder
- Unity and Aurora (*Neverwinter Nights*)

Tools

- Photoshop CS3
- Microsoft Word 2007
- Microsoft Excel 2007
- Microsoft Power Point 2007
- 3D Studio Max 2009

Scripting/Programming

- Lua
 - C#
 - Kismet
 - Hammer
 - Gamebryo scripting language
 - Java, C++, and Visual Basic
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TEAM GAME PROJECTS

Primae Noctis – Single Player Unreal Engine 3 Team Project

July-December 2009

Level Designer

- Decorated (BSP, textures, mesh placement), scripted, and lit “Tutorial” level
- Helped with visual polish (texture and mesh work) on three rooms in the “Dungeon” level
- Wrote and maintained Level Design Document for “Chapel”
- Updated Level Design Document for “Tutorial” level

Harvest – Multiplayer Unreal Engine 3 Team Project

March-May 2009

Level Designer, Particle Designer

- BSP, mesh, and texture work on park portion of “City Streets” level
- Designed and created all custom particle effects using Cascade editor
- Re-designed “City Streets” level for better flow and balance using existing level and assets

The Leap of Fate – Single Player Torque X Builder Team Project

March-May 2009

Level Designer

- Designed “Factory” level
 - Built and balanced “Factory” and “Mainframe” levels (asset integration, enemy and item placement)
 - Implemented final boss encounter (asset integration, enemy placement)
 - Created all menus (asset integration, linked buttons to levels)
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MASTER’S PROJECT

“The Road Less Traveled” – Single Player (*Fallout 3* Individual Project)

June-December 2009

Level Designer

- Built for Master’s Thesis that asks whether players explore even when given specific objectives
- Contains new quest and new area to explore with seven small dungeons
- Wrote and maintained Level Abstract, Thesis
- Compiled data from testers for use in Thesis

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INDIVIDUAL LEVELS

“The Demon” – Single Player (*Dragon Age: Origins*) March-Summer 2010

Designer

- Wrote and maintained documentation
- Scripted quests, events, spells, and new features
- Created new levels, quests, spells, characters, dialogue, textures, and visual effects

“Test Chamber 17.5” – Single Player (*Portal*) August-December 2009

Level Designer

- Wrote and maintained Level Overview, Design Document
- Scripted puzzle sequences using Hammer editor
- Constructed and textured BSP, added lighting, placed props, and created 3D skybox

“Exploding Zombies” – Single Player (*Half-Life 2: Episode 2*) June-July 2009

Level Designer

- Wrote and maintained Level Abstract, Design Document
- Scripted missile launching and zombie assault sequences using Hammer editor
- Constructed and textured BSP, added lighting, placed props, and created 3D skybox

“Set Them Up the Bomb” – Single Player (*Gears of War*) March-May 2009

Level Designer

- Wrote and maintained Level Design Document
- Built and textured level using BSP and meshes
- Scripted three major combat sequences using Kismet

“Neon DM-17” – Multiplayer (*Unreal Tournament 3*) February-March 2009

Level Designer

- Wrote and maintained Level Abstract, Design Document
- Built and textured level using BSP and meshes
- Created ten special “Neon” textures using Photoshop and material editor
- Built simple elevator mesh using 3D Studio Max

“The Zombie Problem” – Single Player (*The Elder Scrolls IV: Oblivion*) November-December 2008

Level Designer

- Created two quests and a new small area to explore
- Wrote and maintained Level Abstract
- Scripted two quests using in-engine scripting language
- Wrote dozens of lines of dialogue for quest givers

EDUCATION

The Guildhall at SMU

Masters of Interactive Technology, Digital Game Development
Specialization in Level Design

December 2009

GPA: 3.59

University of Texas at Dallas

Bachelor of Arts in Art and Technology

May 2008

GPA: 3.28