

Skills

Level Editors: Unreal Editor 3 (*Unreal Tournament III*, *Gears of War*), Hammer (*Half-Life2*), Elder Scrolls Construction Set (*Oblivion*), Torque X Builder

Documentation Tools: Microsoft Office 2007 Word, PowerPoint, Excel, Visio, Project, and Outlook, Lotus Notes 7.0.2

Art Tools: Adobe Photoshop CS3, Google SketchUp 7, Autodesk 3ds Max 2009

Source Control Tools: TortoiseSVN 1.6.5

Scripting Languages: Kismet, Hammer, Lua 5.1

Level Design Skills: initial level design and planning, BSP blockout, texturing, static mesh placement, lighting, scripting, AI pathing, optimization, documentation and creative writing

Game Experience at the Guildhall at SMU

Let the Sun Shine, Individual *Gears of War* Level

August-December 2009

Level Designer

- Designed, blocked out BSP, textured, placed static meshes, and lit an interior and exterior environment
- Scripted a unique gameplay experience that allowed the player to shoot and destroy columns, collapsing a ceiling
- Scripted an opening skylight
- Wrote and maintained a level design document

Braveheart: Primae Noctis, Unreal Editor 3 Team Project

July-December 2009

Associate Game Designer

- Game design proposal selected by faculty and students out of an initial 66 proposals
- Faculty selected game designer for a team of 17 students (1 associate producer, 6 level designers, 6 artists, and 3 programmers)
- Composed and maintained the game design document
- Reviewed levels and art assets for design consistency
- Worked daily with leads and other team members to develop game design and implementation

Master's Thesis Project

June- Present

Level Designer

- Researched and wrote a Master's Proposal on rewards and how they affect play style choices in role-playing games
- Designed, constructed, scripted quests, wrote dialog, and implemented gameplay elements for a level in *Elder Scrolls: Oblivion* to examine the relationship between rewards and play style choices
- Wrote and maintained a level design document

Jessica Johnson

Level Designer

9344 Locarno Drive
Dallas, TX 75243

214-850-1962
johnson@smu.edu

Shattered Glass, Individual *Gears of War* Level

March-May 2009

Level Designer

- Designed, blocked out BSP, textured, placed static meshes, and lit an environment
- Scripted event dependent A.I. behaviors
- Created two custom materials using already existing textures
- Composed three short cinematics in matinee
- Wrote and maintained a level design document

Amateur Death Race, Unreal Editor 3 Team Project

March-May 2009

Level Designer

- Worked with three other level designers, three artists, and one programmer to develop a kart-racer in Unreal Editor 3
- Designed, blocked out, and implemented gameplay elements for a single track with two other level designers
- Actualized stadium inspired lighting for the track
- Created materials from artists' textures and implemented cel-shading in the Unreal Material Editor

Brother and Sister Islet, Individual *Elder Scrolls IV: Oblivion* Level

November-December 2008

Level Designer

- Designed and constructed two outdoor and two indoor environments
- Scripted, wrote dialog, and implemented gameplay elements for two quests
- Wrote and maintained a level abstract

Cosmonuts, Torque X Builder 2D Project

November-December 2008

Level Designer

- Designed and implemented a tutorial level for *Cosmonuts*, a 2D platformer
- Wrote the tutorial level section of the game design document and edited other sections of the document
- Designed the instruction manual insert

Education

The Guildhall at SMU, Plano, TX

Certificate in Digital Game Development, specialization in Level Design

December 2009

GPA 3.6

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

May 2010

Rhodes College, Memphis, TN

Bachelors of Arts in English Literature

May 2000

GPA 3.3

Work Experience

Ernst and Young LLP Shared Services Center, Dallas, TX

May 2007-August 2008

Human Resources Coordinator

- Worked with a team of 16 coworkers to record candidate accepted employment offers, review candidate information, and contact candidates in order to provide a smooth transition from candidate to employee
- Coordinated with other departments to assist candidates and employees
- Trained new coworkers