

6820 Preston Rd. Apt 534
Plano, TX 75024

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PROFESSIONAL GAME EXPERIENCE

Volition, Inc.

Champaign, IL

May – August 2006

*Saints Row (xbox 360)***Environmental QA Tester**

- o Part of a specialized four-person environmental QA team
- o Identified, reported, and regressed bugs associated with the game environment
- o Required interface with producers, level designers, artists, and programmers

*WWE SmackDown vs. Raw 2007 (xbox 360)***Gameplay/UI Tester**

- o Identified, reported, and regressed bugs associated with gameplay
- o Identified, reported, and regressed bugs associated with customization elements and UI

Bionic Buddha Entertainment, LLC

Plano, TX

March 2009 – Present

Co-Founder, Creative Director

- o Co-Founder of small game and mobile application development studio comprised of SMU graduate students and contract developers (www.bionicbuddhastudio.com)
- o Developed two original game titles to date: *Cosmonuts 3D* (iPhone, pending release) and *Burrow* (PC, pending release)
- o Game designer / executive producer on *Cosmonuts 3D* – tweaked custom scripts, built environments within *Unity*
- o Developing two contract iPhone applications: An *i>clicker* (www.iclicker.com) virtual interface and an alcohol poisoning early-detection application for *The Gordie Foundation* (www.gordie.org)
- o Daily tasks include project management, production, design, administrative duties, and documentation

SKILLS

Level Editors: UnrealEd3 (*Unreal Tournament 3*, *Gears of War*), Radiant (*Quake 3*, *Quake 4*), Hammer (*Half-Life 2*, *Counter Strike: Source*, *Team Fortress 2*, *Portal*), GECK (*Fallout 3*), The Elder Scrolls Construction Kit (*Oblivion*), Torque Game Engine, Unity 2.5

Level Design Skills: Level and game flow planning (single and multi-player), design/asset documentation, advanced BSP construction, texturing, lighting, optimization, scripting (input/output/code based), visual meshing, AI pathing, matinee and cinematic direction and creation

Art Tools: 3D Studio Max 2009, Photoshop CS3

Scripting Languages: Lua 5.1, Kismet, *Half-Life 2* internal scripting elements, C#

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

Source Control Tools: Tortoise Subversion 1.6.0

GAME EXPERIENCE AT THE GUILDHALL AT SMU

Play Soldier - Unreal Tournament 3 Team Project

August 2009 – December 2009

Level Designer / Writer / Cinematic Director

- o Created BSP, textured, lit, and placed gameplay elements for tutorial level
- o Created introduction, tutorial, and book-end cinematics and matinee sequences (~10 of them)
- o Wrote in-game dialogue, introduction dialogue, and character/enemy barks (~350 lines)
- o Voice acted for introduction, in-game dialogue, and character/enemy barks
- o Contributed to general game design decisions

Blitzkrieg - Individual Gears of War map

August – December 2009

Level Designer / Scripter

- o Designed, created BSP/Terrain, textured, meshed, and lit a *Gears of War* level with both interior and exterior environments
- o Designed and implemented numerous (~20) scripted events involving teammate movement, enemy AI, and environmental effects
- o Designed and implemented in-game cinematics and matinee sequences (two of them – beginning and end)
- o Created and maintained the level design/art asset document

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Starry Night - Individual *Gears of War* map

April 2009 – May 2009

Level Designer / Scripter

- o Designed, created BSP/Terrain, textured, meshed, and lit a *Gears of War* level with both interior and exterior environments
- o Designed and implemented numerous scripted (~20) events involving teammate movement, enemy AI, and environmental effects
- o Designed and implemented in-game cinematics and matinee sequences (two of them – beginning and end)
- o Created and maintained the level design/art asset document

Run - Unreal Tournament 3 Team Project

April – May 2009

Level Design Lead / Game Designer

- o Worked on a team with three other level designers, four artists, and three programmers
- o Facilitated and finalized game design decisions
- o Oversaw creation of game levels and enforced general level design philosophy
- o Participated in implementation of gameplay elements within the level (custom volumes, static mesh, BSP)
- o Created and maintained Level Design Document

Summit 17 - Individual *Unreal Tournament 3* multiplayer map

January – February 2009

Level Designer / Scripter

- o Designed, created BSP/Terrain, textured, meshed, and lit a *Unreal Tournament 3* DM-17 style multi-player map
- o Created and maintained the level design/art asset document
- o Organized 8 vs. 8 online playtesting sessions in order to balance critical gameplay elements

Change Thou Canst Believe In - Individual *Oblivion* single-player map

October – November 2008

Level Designer / Writer / Scripter

- o Designed, created Terrain, textured, meshed, and lit a satirical single player *Oblivion* Map
- o Created and maintained the level design/art asset document
- o Created one main quest and two side-quests
- o Created scripted elements for quests (~5 each)
- o Wrote in-game story/dialogue (~30 lines)

Cosmonuts - Team 2D side-scroller

August – September 2008

Producer / Game Designer / Writer / Composer

- o Led a four person team developing a unique, satirical 2D platformer
- o Designed and built the game's one non-tutorial level
- o Composed and recorded original music and sound effects
- o Created and maintained the game design document
- o Wrote background and in-game story

de_mistymountain - Individual *Counter Strike: Source* map

March – June 2008

Level Designer

- o Designed, created BSP/Terrain, textured, and lit a *Counter Strike: Source* level with both interior and exterior environments
- o Balanced CT and T approach routes/goals critical to *Counter Strike: Source* “defusal” gameplay
- o Optimized map for online play

EDUCATION

The Guildhall at SMU, Plano, TX

December 2009

Master's in Interactive Technology, Digital Game Development, Specialization in Level Design

University of Illinois at Chicago, Chicago, IL

May 2008

Bachelor's Degree in Philosophy, Bachelor's Degree in Applied Psychology