

MORGAN WILSON

5000 Whitestone Lane Apt 1220
Plano, TX 75024

<http://guildhall.smu.edu/portfolio/mwilson>

DESIGNER/SCRIPTER

morganBwilson@gmail.com
(646)234-2326

SKILLS

Engines/Editors – Unreal 3 (*Unreal Tournament III*, *Gears of War*), Source/Hammer (*Half-Life 2*), G.E.C.K. (*Fallout 3*), TES Construction Kit (*Elder Scrolls IV: Oblivion*), TorqueX Builder, Unity

Level Design – BSP creation, texturing, mesh populating, lighting, scripting (text, visual, and entity), pathing, pacing, level and gameflow planning, reward systems, story creation, all levels of documentation (concept, abstract, design), optimization, low-poly asset creation (modeling, unwrapping, and texturing)

Languages – C#, Lua 5.1, Kismet (*UnrealEd3*), TESScript (*Fallout 3*, *Elder Scrolls IV: Oblivion*), C++ and C

Tools – Adobe Photoshop CS3, Sony Sound Forge 9.0, Sony Vegas 9.0, 3D Studio Max 2009, Tortoise SVN 1.6.5, Audacity 1.2.6, Microsoft Office 2007 (including Word, Excel, Powerpoint, Project and Visio)

GAME DEVELOPMENT EXPERIENCE/EDUCATION

THE GUILDHALL AT SOUTHERN METHODIST UNIVERSITY PLANO, TX August 2008 – December 2009

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

D3Publisher Shane Hensley Scholarship for Game Development Excellence – Recipient September 2009

Master's Project (In Progress) – *Assessing Player Investment with regard to Ethical and Economic Choices in Level Design (Research testing begins October, 2009)*

- Attempts to answer the question, "Do players become more invested in their gameplay experience if moral decisions directly affect their avatar economically, or do they want ethical systems separate?"
- Using *Fallout 3* (G.E.C.K.), includes a unique environment, story, quest system with multiple ethical dilemmas.
- Responsible for all levels of documentation including Proposal and Thesis as well as scheduling.

Elastiball – Team Project

March – May 2009

Level Designer, Associate Producer, Unofficial Game Designer

- Managed a team of seven to create a complete modification of *Unreal Tournament III*.
- Created and maintained all documentation including Concept, Design, Asset Development Plan.
- Coordinated with lead team members to oversee development, meet milestones, and maintain vision.
- Designed two "goal areas" (BSP, mesh population, lighting, scripting) within an arena for essentially a sport based on elastic ninja ropes.

The Galatea Effect – Team Project

November – December 2008

Lead Level Designer, Associate Lead, Unofficial Game Designer

- Won "Best Game of Exhibition" award at SMU's Fall '08 Exhibition based on peer votes.
- Managed a team of four people in development of a 2D platformer.
- Created and maintained all documentation including Concept, Design, Asset Development, etc.
- Designed one level (asset population, scripting) and concepted all three levels of a sci-fi 2D platformer with the main mechanic of player-directed teleportation.

Play Soldier! – "Landmarks" (In Progress) Team Project

July– December 2009

Level Designer

- Designed the vertical slice level, "Landmarks", for a complete *Unreal Tournament III* 16-person project.
- Filling the role of a "technical level designer" to build complex methods of streaming technology-intensive levels together as well as redesigning levels to bolster framerate while maintaining vision of gameplay.
- Created a vision for the level and seeing it through to completion by interfacing with both programmers and artists, as well as undergoing multiple review sessions.
- Created a city section of a fictional universe through BSP, mesh population, lighting, and scripting.
- Responsible for prototyping proof-of-concept technology through Kismet scripting.



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Machinus Ex Machina (In Progress) – *Gears of War* Individual Project

August– December 2009

Level Designer

- Using extensive matinee, scripting, and visuals to create a sense of mystery and wonderment as the player turns on a giant machine one stage at a time.
- Creating five highly polished areas within a large cavernous space over a subterranean lake.
- Authored and maintaining all levels of documentation (concept, abstract, design).
- Designing and implementing BSP creation, mesh populating, lighting, scripting, game flow.

Entrenched Re-envisioned – *Gears of War* Individual Project

April-May 2009

Level Designer

- Built a unique level from scratch using intro/extro plot points from Act IV: Level 6 “Entrenched” of *Gears of War* as the binding criteria.
- Used pacing, extensive scripting, Matinee, and timing to create a sense of desperation in the player as he goes through a cleverly staged ambush by the Locust.
- Delivered a level consisting of three major outdoor areas at production-level quality over a short time period (eight weeks).
- BSP creation, mesh population, lighting, scripting, Matinee, writing, audio editing.
- Integrated feedback from faculty and students to improve level over several iterations.

Nightmare – *Half-Life 2 Orange Box* Individual Project

July 2009

Level Designer

- Created a short level using Hammer that emphasized use of dissonance and misdirection.
- Designed eight separate spaces with three different visual styles, using scripted events to convey the feeling that the player is in Gordon Freeman’s dream.
- BSP creation, mesh population, lighting, scripting.

The Archlord Jonas – *The Elder Scrolls IV: Oblivion* Individual Project

December 2008

Level Designer

- Designed a unique environment and quest system that focused on exploration and puzzles.
- Implemented one large exterior and four interior environments from initial layout to final polish.
- Mesh population, lighting, scripting, dialogue tree creation.

NEW YORK UNIVERSITY New York, NY

December 2005

College of Arts and Sciences, Stern School of Business
Bachelor of the Arts in Philosophy through Pre-MBA Program

WORK EXPERIENCE

TOTAL ORGANIZATIONAL PERFORMANCE SOLUTIONS Houston, TX

March 2006 – August 2008

Management Consultant

- Worked with clients on-site to aid in the development of organizational hierarchies, processes, and customized pay-for-performance compensation programs.
- Extensive use of milestone delivery plans.

ADDITIONAL INFORMATION

Freelance DJ, Audio Editor, Promoter New York, NY

2000 – 2005

- Organized and advertised special event parties in New York City
- Developed and sustained stable customer base in fashion, art, and theatre industries providing them with customized mixes of songs, as well as entirely mixed albums.
- Worked as “Resident DJ” at two venues while also performing for special events.

