



Cell: (702) 408-6026

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<http://guildhall.smu.edu/portfolio/one68witchdoc>

931 N. Medalist Cir Plano, TX 75023

Level Design Skills

- **World Construction** – BSP, Terrain, Mesh placement, Lighting
- **Gameplay** – Spatial Design, Tactical design, Testing, Balancing
- **Scripting** – Gameplay, Cinematic, Event; Kismet, Entity-based(HL2)
- **AI** – Placement, Pathing, Scripting
- **Narration** – Dialog authoring, Dialog directing, Story arc design
- **Leadership** – Motivation, Documentation, technical training, Scrum, Conflict Resolution
- **Modeling** – Creation, Texturing, optimization for in-engine use
- **Texturing** – Hand Painting, Photo Reference, Material manipulation/use in engine, procedural
- **Documentation** – Outline, Abstract, Level Design Doc, Game Design Doc, Asset development plan, Scrum/Agile development

Software and Applicable Skills

- **Level Editors:** UDK/Unreal Engine 3 (*Unreal Tournament 3*, *Gears of War*), Hammer Editor (*Half-Life 2*), Unity 3d, The Elder Scrolls Construction Kit (*Elder Scrolls IV: Oblivion*), TorqueX Builder
- **Hardware Dependent:** Emotiv EPOC SDK (EEG headset for use in games), Vicon 8 motion capture (*ViconIQ* interface)
- **Art Software:** 3d Studio Max 2009/2010, Adobe Photoshop CS3
- **Programming/Scripting Languages:** Kismet, Lua 5.1, Java, ANSI C#
- **Project/Design Management:** Microsoft Office 2007 (*Visio*, *OneNote*, *Word*, *Excel*, *Project*), Source Control (*Tortoise CVS*, *Subversion CVS*)

Game Experience

Primae Noctis

August 2009 - December 2009

Assistant Lead Level Designer – Single Player *Unreal Tournament 3* team project

- 16 person team (6 level designers/3 Programmers/5 artists/Producer, Game designer)
- Created Final level including scripted boss fight from documentation through final release, including BSP, Scripting, AI, Lighting, Texturing, Mesh placement, and special-need materials
- Created all detail and structural BSP for vertical slice Dungeon/Barracks level
- Supervised visuals for all levels, including mesh use, cinematics, scripted events, lighting, and materials/textures
- Provided research, implementation, and troubleshooting of technical issues such as cloth physics, light functions, complex material editor features, level streaming, and particle systems
- Managed team integration, conflict resolution, and level design technical training





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Snakebite

August 2009 –December 2009

Writer/Game Designer – Master’s Thesis using *Emotiv EPOC* EEG headset

- Designed novel use for the EEG headset to drive dialog in game using emotional feedback
- Authored branching (dialog) script to accommodate push-pull emotional feedback, elicit emotional response and react accordingly within the system’s constraints
- Designed test plan with emphasis on commercial viability of emotional feedback-driven dialog
- Designed and built scenery in Unity Engine based on real-world Iraq Forward Operating Base

Run

March 2009 –April 2009

Level Designer – Multiplayer *Unreal Tournament 3* team project

- 9 person team (4 level designers/2 programmers/3 artists)
- Created first half of the only level to ship, from documentation through final release
- Created all detail BSP, created matinee templates for movers/activated objects
- Implemented and maintained level streaming and optimization techniques
- Interfaced with artists to optimize art integration in levels and maximize visual impact

Hard Hat Required

June 2009

Level Designer – *Half-Life 2* Individual mini-level

- Authored Level Outline, Abstract, and Level Design Document
- Designed and implemented new environmental hazard types using existing *Half-Life 2* scripting entities
- Created extensive BSP work to compensate for a lack of theme-fitting meshes in *Half-Life 2*
- Level Construction: BSP, Textures, Event scripting, Lighting, Effects

Education

The Guildhall at SMU

December 2009

Certificate in Digital Game Design, Specialization in Level Design

GPA 3.36

Work Experience

US Army

June 2004-July 2007

68W Health Care Specialist (Combat Medic)

- Assigned as Senior Medic in charge of Scout platoon
- Served in heavy combat with forward scout unit and Special Forces Alpha detachment, Iraq 2005-06
- Earned Army Commendation Medal with Valor for actions in combat, among others

