



# JOSEPH GRAVES

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[http://guildhall.smu.edu/  
portfolio/runrum/home](http://guildhall.smu.edu/portfolio/runrum/home)

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## SKILLS

### LEVEL EDITORS

- Unreal (Unreal Tournament 3 and Gears of War)
- Hammer (Source, Half-Life 2)
- Radiant (Call of Duty 4)
- Elder Scrolls Construction Set (Oblivion)
- Torque X Builder
- Unity
- NWN 2 Toolset (Neverwinter Nights)

### DESIGN

- Creating gratifying movement and interaction
- Excellent communication and team dynamics
- Presentation and public speaking
- Resourceful with limited assets
- Scripting and problem solving
- Level planning and layout
- Documentation
- Agile development
- Optimization and lighting

### LANGUAGES

- LUA 5.1
- Kismet
- Source I/O Scripting System
- Matinee
- Java Script
- Unreal ED
- C#
- HTML

### TOOLS

- Source Control (Tortoise SVN)
- Powerpoint 2008
- Excel
- Outlook
- Word 2008
- Adobe Photoshop CS2
- Google SketchUp 7
- Autodesk 3ds Max 2008

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## DESIGN EXPERIENCE AT THE GUILDHALL AT SMU

### LEVEL DESIGNER

#### KITE - UNREAL TOURNAMENT 3

AUGUST 2008 - OCTOBER 2008

- Worked on a team consisting of 1 programmer, 2 artists, and 6 level designers
- Created and refined multiplayer game concept
- Established and honed control scheme
- Designed, documented, and built a large multi-player arena
- Scripted dynamic obstacle system
- Created precise 3D obstacle course geometry
- Placed environmental assets, textures, and sounds

### GAME DESIGNER

#### RODEO! - HALF-LIFE 2

NOVEMBER 2008 - DECEMBER 2008

- Individual project
- Designed and scripted unique "rodeo" gameplay using Half-Life 2 assets
- Scripted AI interactions with physics objects, scoring system, and weapon modifications
- Designed, documented, white-boxed, textured, and lit an exterior level

### LEVEL DESIGNER

#### SYMPATHY FOR THE DEVIL - GEARS OF WAR

AUGUST 2008 - OCTOBER 2008

- Individual project
- Balanced combat across a destructible interior space
- Created/imported custom window texture
- Scripted breakable windows, destructible cover, and dynamic environments
- Created cinematic "blackout" camera sequence in the Matinee editor
- Scripted a custom non-hostile enemy using AI and animation changes
- Designed, documented, white-boxed, textured, and lit a level with exterior and interior space

**GAME DESIGNER****MAGE MONTAGE - LUA 5.1**

APRIL 2008 - MAY 2008

- Individual Project
- Designed and implemented unique arcade gameplay
- Coded an action game using an RPG framework
- Created enemy collision, scoring system, dynamic power-ups
- Integrated sound and custom art

**LEVEL DESIGNER****MARIO 17 - UNREAL TOURNAMENT 3**

APRIL 2008 - MAY 2008

- Individual Project
- Modification of popular multiplayer level layout
- Created and imported custom models and textures
- Utilized custom assets to create a widely familiar atmosphere
- Integrated custom art and sound

**PRODUCER/GAME DESIGNER****MIDGARD - TORQUE X**

FEBRUARY 2008 - APRIL 2008

- Worked on a team of 1 artist and 2 level designers
- Created original 2D platform game
- Designed systems and level layout
- Tracked team progress and designated responsibilities
- Managed asset and development plan
- Integrated sound effects, music, and art assets
- Exported game to the X-Box 360 platform
- Created and maintained documents

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**EDUCATION****SOUTHERN METHODIST UNIVERSITY GUILDHALL**

2008 - 2009

Masters of Interactive Technology, Specialization in Level Design

**UNIVERSITY OF SOUTHERN CALIFORNIA SCHOOL OF CINEMATIC ARTS**

2002 - 2002

Beginning Production Sequence

**UNIVERSITY OF CALIFORNIA: SANTA CRUZ**

1998 - 2002

Bachelor of Arts in Economics

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**OTHER INDUSTRY EXPERIENCE****AUDIO DIRECTOR - IAN STOCKER SOUND DESIGN - SAN FRANCISCO, CA**

2005 - 2006

- Assisted owner with initial sound design for hand held titles
- Established and revised audio design needs
- Maintained communication and client relations
- Managed sound assets

**PRODUCTION MANAGER - IAN STOCKER SOUND DESIGN - SAN FRANCISCO, CA**

2005 - 2006

- Managed daily tasks and overall workflow
- Maintained sub-contractor relations
- Maintained audio and integration records