

# STEWART C. BROWN

DESIGNER/SCRIPTER

STEWARTB@SMU.EDU

(301) 221-1155

<http://guildhall.smu.edu/portfolio/scbrown01/home>

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## SKILLS AND TOOLS

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### EDITORS/ENGINES:

Unreal Engine 3 (*Unreal Tournament 3*, *Gears of War*), Source/Hammer (*Half-Life 2*), The Elder Scrolls Construction Set (*The Elder Scrolls III: Morrowind*, *The Elder Scrolls IV: Oblivion*), The Garden of Eden Creation Kit (*Fallout 3*), Torque X Builder with Torque X Platformer Kit

### LEVEL DESIGN:

BSP design and layout, material texturing, lighting, scripting (code and entity), enemy placement and pathing, optimization, design documentation and concepting, narrative and dialogue construction

### ADDITIONAL TOOLS:

Microsoft Office Suite 2007 (particularly Word, Excel, Outlook, Power Point, and Access), Adobe Photoshop CS3, TortoiseSVN, Audacity 1.2.6, Google Sketchup 7, Autodesk 3ds Max 2009/2010

## GAME EXPERIENCE AT THE GUILDHALL AT SMU

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### ‘GATHERING FOG’ - A *GEARS OF WAR* SINGLE PLAYER LEVEL

August - December 2009

#### Level Designer

- Wrote and revised all level design documentation unique to level
- Designed and constructed BSP layout, mesh placement, sound placement, lighting, and scripting unique to level
- Primary focus of level was the creation and scripting of different fog elements (volumes, planes, and distance fogs) to create an interesting, horror-themed setting

### PLAY SOLDIER - A TEAM *UNREAL TOURNAMENT 3* MODIFICATION

August - December 2009

#### Level Designer

- Wrote and revised all level design documentation for final boss battle
- Designed and constructed BSP layout, mesh placement, and scripting unique to level
- Primary focus of level was creating a large space-ship that hovered above the field, fired upon the player repeatedly, and would react to player attacks

### ‘INTO DUSK’ - A *GEARS OF WAR* SINGLE PLAYER LEVEL

March - May 2009

#### Level Designer

- Wrote and revised all level design documentation unique to level
  - Designed and constructed BSP layout, mesh placement, sound placement, lighting, and scripting unique to level
  - Constructed a complex final cutscene using Unreal Matinee using director tracks, sound and music tracks, and scripted movers
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*HARVEST - A TEAM UNREAL TOURNAMENT 3 MODIFICATION*

August - December 2009

## Level Designer

- Created 'Chambers City Park', an outdoor level for a team multiplayer game based in Unreal Engine 3
- Wrote and revised all level design documentation for outdoor level
- Designed and constructed BSP layout, mesh placement, sound placement, lighting, and scripting unique to level

*'PLATFORM 17' - AN UNREAL TOURNAMENT 3 MULTIPLAYER LEVEL*

January - March 2009

## Level Designer

- Created a new *Unreal Tournament 3* multiplayer level based on 'DM17' from *Quake III Arena*
- Wrote and revised all level design documentation unique to level
- Designed and constructed BSP layout, mesh placement, sound placement, lighting, and scripting unique to level

*'THE RED LEAF INN' - A THE ELDER SCROLLS IV: OBLIVION PLUGIN*

October - December 2008

## Level Designer

- Created a new *The Elder Scrolls IV: Oblivion* plugin consisting of three interior spaces, one exterior space, and two quests (with dialogue trees)
- Wrote and revised all level design documentation unique to plugin
- Designed and constructed mesh placement, sound placement, lighting, and quest scripting unique to plugin

*DR. FOLLYBOTTOM AND THE STONE OF XOTL - A TORQUE X BUILDER GAME*

October - December 2008

## Level Designer/Lead Designer

- Led a team of one other level designer and one artist in creating a 2D puzzle-platformer game using Torque X Builder and the Torque X Platformer Kit
- Wrote the game design document and asset and development plan for the game, as well as a level design document for an intro/tutorial level
- Constructed a full level and menus using the Torque X Builder and Torque X Platformer Kit

## EDUCATION

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THE GUILDHALL AT SOUTHERN METHODIST UNIVERSITY, PLANO, TX  
Masters of Interactive Technology in Digital Game Development,  
specialization in Level Design

December 2009

UNIVERSITY OF MARYLAND AT COLLEGE PARK, COLLEGE PARK, MD  
Bachelor of Arts, English Language and Literature

May 2005

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