

ELIZABETH ENGLAND

Level Designer

6820 Preston Road Apt. 322 Plano, TX 75024

www.lizengland.com 214.264.0457 eengland@smu.edu

SKILLS

Level Design: world building, gameplay implementation, scripting (VBScript, UnrealScript, Lua, C++, JAVA), documentation (Concept, Level Design, Game Design), asset placement

Engines: UnrealEd (*Unreal Tournament 2004*), Radiant (*Quake III and Quake 4*), TES Construction Set (*Oblivion*), Hammer (*Half-Life 2*)

Other Software: Visual SourceSafe, Perforce 2007, Microsoft Office Suite 2005, 3D Studio Max 8, Adobe Photoshop CS2

GAME EXPERIENCE

SAINT'S ROW 2 - VOLITION INC.

July 2007 – September 2007

Designer (Intern)

Xbox 360 & PS3 Game

- Developed on a 360 devkit in various design roles
- Scripted the first pass of three missions using Lua and in-house editors
- Used the cut-scene editor to create fly-by intros to five missions
- Wrote dialogue (400+ lines) for minor characters to be recorded by actors
- Reviewed and wrote feedback on all gameplay

DEJA VUDU

October 2007 – March 2008

Game Designer and Level Designer

Half-Life 2 Project

- Created game design for a puzzle-adventure game
- Oversaw implementation of the design among a 12-person team
- Wrote and updated the Game Design Document
- Scriptwriting for story development
- Modeling, unwrapping, and texturing about 15 art assets

SPACEBALLS

October 2007 – March 2007

Level Designer

Half-Life 2 Project

- Designed and documented a 10-15 minute single-player level
- Used the Hammer editor for BSP work, lighting, texturing, prop placement, and 3D skybox
- Created and implemented innovative puzzle gameplay using resources in *Half-Life 2*
- Scripted main gameplay elements through Hammer's I/O scripting system
- Modeled, unwrapped, and textured four custom art assets

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AURORA

Level Designer

March 2007 – August 2007

Quake 4 Project

- Designed and documented a five-minute single-player level
- Level design using Radiant mimicking the art and architectural style of *Quake 4*
- Scripted sequences with AI, lighting, particles, and audio with DoomScript
- Scripted custom GUI screens and effects

BOOGIE BALL

Co-Lead Level Designer

January 2007-March 2007

Unreal Tournament 2004 Project

- Created/updated game design, level design, and art asset documentation
- Shared responsibility for the “Museum of Unnatural History” level, creating final level BSP and placing final environmental textures and static meshes
- Assigned roles for art assets
- Created all environment textures (40+) for the game as well as 35 static meshes

PORT UMBRA

Level Designer and Writer

January 2007 – March 2007

Oblivion Project

- Used *Oblivion*'s toolset to create a unique world space and six interior spaces
- Designed and implemented five detailed quests with interchanging storylines
- Write and implemented over 20 NPCs with extensive dialogue
- Scripted special NPC interactions, such as a prison break and conversations among NPCs

FINDERS KEEPERS

Game Designer and Level Designer

July 2006 – September 2006

2D Puzzle-Platformer

- Wrote concept and game design documents
- All level design for a series of non-scrolling puzzles, including tile, sprite, and trigger placement
- Tile-based environmental art
- Programmed core puzzle gameplay in VBScript

EDUCATION

GUILDHALL AT SMU

Masters of Interactive Technology in Digital Game Development
Specialization in Level Design

Plano, TX | March 2008

GPA 3.7

MARIST COLLEGE

B.A. in English Literature

Poughkeepsie, NY | May 2006

GPA 3.7

OXFORD UNIVERSITY, ST. CATHERINE'S COLLEGE

Study Abroad

Oxford, UK | GPA 3.8

Oct 2004 – June 2005