

# Cynthia Bell

1005 Shenandoah Way

Forney, TX 75126

214-914-3602

<http://students.guildhall.smu.edu/c4/04571319/>

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## SKILLS

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- ❖ **Level Editors** – UnrealEd 2004, Radiant, Hammer
- ❖ **Environmental and Texturing Tools** – 3dsMax 7 and Photoshop CS 8.0
- ❖ **Scripting** – Proficient with menu based (Radiant-style)
- ❖ **Traditional 2D Art Skills** – Drawing
- ❖ **MS Office** – Word, Excel, Project
- ❖ **Very Strong Written and Verbal Communication Skills** – Working for ten years in the commercial insurance industry shaped detailed and reliable verbal and written communications.

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## LEVEL DESIGN SKILLS

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|-------------------------------------|--------------------------------|
| ❖ BSP block-out and detail geometry | ❖ Level and game flow planning |
| ❖ Static mesh creation              | ❖ Gameplay / trigger systems   |
| ❖ Materials and shaders             | ❖ Enemy placement and pathing  |
| ❖ Lighting                          | ❖ Scripting                    |
| ❖ Optimization                      | ❖ Custom Textures              |

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## EDUCATIONAL EXPERIENCE

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### The Guildhall at Southern Methodist University

*Shantytown* (*Half Life 2*-Single Player Adventure Project)

January 2006 to June 2006

Associate Producer/Level Designer

- ❖ Led a fifteen person team of artists, level designers and programmers in production. Scheduled completion of Project is June 2006.
  - Created and implemented schedule for milestones deliverables
  - Created and maintained asset and development documentation
  - Managed milestone deliverables
- ❖ As a level designer implemented the following:
  - BSP for block out for level two & three
  - Worked with several level designers creating detailing BSP for level one.
  - Placement of world objects
  - Creation of custom world objects: 3DSMax 7
  - Creation of custom world textures: Photoshop CS 8.0

*Infiltration* (*Half Life 2* Single Player Map)

January 2006 to June 2006

Individual Project

Solely produced concept and implemented design for a single player map using Hammer for a Directed Focus Study [individual project].

*Sandstorm* (*Call of Duty*-Single Player First Person Shooter Project)

July to December 2005

Level Designer

- ❖ Collaborated as a level designer in the “Objective 1 Map,” a single player-map
  - Creation of custom world objects: 3DSMax 7
  - Creation of custom world textures: Photoshop CS 8.0

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*Omega Laboratories (Doom3 Single Player Map)* August to December 2005  
Individual Project

Solely produced concept and implemented design for a single player map using Radiant for a Directed Focus Study [individual project].

*Mythos (Unreal Tournament 2004 Project)* March to June 2005  
Project Lead/Level Designer

- ❖ Led a fourteen person team of artists, level designers and programmers in concept creation Project.
  - Created team documentation
  - Managed milestone deliverables
- ❖ Developed, designed and implemented “Abandoned Temple,” using all my level design skills.
  - Creation of custom world objects: 3DSMax 7
  - Creation of custom world textures: Photoshop CS 8.0

*Growing up Gangsta* January to March 2005  
Level Designer

Developed, designed & implemented a single player 2D level using Scrolling Game Development Kit ("GameDev").

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## WORK EXPERIENCE

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*America's Army* July 2006 to September 2006  
Level Designer

Over a period of three months worked with five level designers in creating a map pack for the 2.8 release. America's Army is a multiplayer online FPS game; the player enters gameplay in a squad of fellow online team mates. The goal of my map is to either successfully escort or prevent a VIP from reaching the extraction objective. As a level designer implemented the following:

- Developed, designed and implemented map: “GHallSFRefinery”
- In the creation of this map allowed me to create all BSP, placement of world objects, projectors, emitters, sound, lighting, portal placement, and NPC & players spawn.

*Aon Risk Services, Inc.* September 1999 to January 2005  
Account Executive

Worked long hours and under intense pressure for five years at one of the world's largest insurance brokerage firm; duties include but not limited to: managing from local to global teams/projects, budget allocation, contract review, insurance program negotiation for national and global clients.

*Hotchkiss Insurance Agency, Inc.* July 1995 to September 1999  
Account Manager

Worked with several producers and solicited and placed commercial insurance on behalf of the client. Provided services to the insured that included, but not limited to: reviewing contracts & comparing to current insurance program, acting a liaison during claim process, endorsement requests, and marketed insurance program submission.

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## EDUCATION

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**The Guildhall at Southern Methodist University** June 2006  
❖ Certificate in Digital Game Development, specializing in Level Design.

**University of Texas at Dallas** December 1997  
❖ Bachelors of Liberal Arts, Historical Studies