

### Skills

**Level Editors:** UnrealEd (*Unreal Tournament 2004*), Aurora toolset (*Neverwinter Nights*), Radiant (*Quake 4*), Hammer (*Half-Life 2*, *Counter-Strike: Source*, *The Crossing*)

**Level Design Tools:** Adobe Photoshop CS2, Adobe Premiere 2.0, Adobe Encore 2.0, Adobe Audition 2.0, Final Cut Pro 4, 3D Studio Max 8, MS Visual Studio Net 2003, Virtual Dub, Context, Devtrack, Bugzilla

**Game Design and Writing Skills:** Game design documents, Level design documents, Pitch documents, Level abstracts, Screenplays, Storyboards, Bug reports

**Art Creation:** Texturing, Low polygon modeling, Unwrapping, Lighting, BSP, Terrain editing, Level Optimization, Film production, Video editing, DVD creation

**Scripting & Programming:** C++, Visual Basic script, Unreal script, DoomScript, Hammer, *Neverwinter Nights* script

**Microsoft Office 2003:** Word, Excel, Outlook, PowerPoint, Project, Publisher, FrontPage

### Game Experience

*The Crossing* – **Arkane Studios**, Austin TX January – March 2007  
Level Designer (Internship)

- Designed and created one sandbox level, and seven prototype levels in Hammer.
- Captured game footage, and edited two gameplay movies, and one trailer for pitch materials
- Designed and created a DVD for pitch materials using Adobe Encore.

*The Sims 2 console / The Godfather* – **Electronic Arts**, Redwood Shores, CA July – December 2006  
QA-Tester

- Tested two games on the Xbox, Playstation 2, and the GameCube
- Communicated with developers through devtrack, and e-mails to ensure accurate test results
- Personally reproduced bugs on developer's devkits
- <http://www.mobgames.com/developer/sheet/view/developerId,203697/>

*The Great Escape* – **The Guildhall at SMU**, Plano TX April – September 2007  
Level Designer Individual *Half-Life 2* Project

- Master's Thesis Project: Researched and wrote a master thesis about adapting the Prisoner's dilemma to cooperative gameplay
- Created two levels using Hammer, including BSP, displacement, lighting, texturing, scripting
- Designed level concept, and authored level design document

### *Son of Ithaca* – **The Guildhall at SMU**, Plano TX

April – September 2007

Lead Level Designer

Team *Half-Life 2* Project

- Part of 13-person team ( 5 Level Designers, 4 programmers, and 4 Artists)
- Designed and created one of four levels, including, BSP, 5 textures, displacement, lighting, scripting,
- Created 7 environmental models, unwrapped and textured
- Managed Level Design Team (task lists, scheduling, communication between disciplines)

### *Derelict* – **The Guildhall at SMU**, Plano TX

September – December 2006

- Level Designer  
Designed level concept, and created an original level set on a derelict space station
- Created Level Design Document, blocked out BSP, textured, lighting, object placement
- Scripted 15 events using DoomScript

Individual *Quake 4* Project

### *Steam Warfare* – **The Guildhall at SMU**, Plano TX

May – September 2006

Lead Level Designer

Team *Unreal Tournament 2004* Project

- Part of a 9-person team (4 Level Designers, 2 Artists, and 3 Programmers) created a rune-based multiplayer project
- Concepted, and created Level Design Document, blocked out BSP, textured, lighting
- Created, unwrapped, and textured 15+ 3d models.
- Managed Level Design Team (Level abstracts, task lists, scheduling, communication between disciplines)

### *Lobot: Best Guess Kung Fu* – **The Guildhall at SMU**, Plano TX

January –March 2006

Level Designer

Team *Scrolling GameDev Kit* Project

- Part of a 3-person team (2 Level Designers, and 1 Artist) creating a 2D Side Scroller game
- Concepted, designed, and created one level out of two
- Created 40+ textures, and the background art
- Responsible for writing a concept, and a game design document

## Education

### **The Guildhall at SMU**, Plano TX

September 2007

*Masters of Interactive Technology Digital Game Development, specialization in Level Design*

### **San Francisco State University**, San Francisco, CA

July 2004

*Bachelors of Arts In Cinema*

- Course work includes: screenplays, directing, set design, editing, filming, and sound recording
- Production Roles: Director, Assistant Director, editor, Sound Stage Manager, Sound Recordist, Cameraman, Gaffer/grips, and Lighting Technician