

Level Designer

Qualifications and Skills

- Multiplayer level design, emphasizing balance through nonlinear approaches
- Creation of single player story driven environments
- BSP block out
- Texture and static mesh placement
- Particle effects and Lighting
- Gameplay scripting (Kismet and Blueprint)
- Level and player flow planning
- Work well under deadlines, well organized
- Excellent communication, both verbal and written

Software

- UnrealEd/UE2/UE3/UE4
- Kismet/Blueprint
- G.E.C.K. Editor
- Dying Light Editor
- Company of Heroes World Builder
- StarCraft World Builder
- Nile Editor
- 3D Studio Max
- Maya 3D Software
- World Machine
- Adobe Photoshop
- Corel Painter
- Aurora Toolset
- Microsoft Office
- Perforce
- Trello

Professional Experience

LEVEL DESIGNER

Sparta Games, Boone, NC

September 2015-Present

Working Title: Kingdoms Reign

(Mobile project)

- Designed 16 side-scrolling levels, with variety of environments
- Created Blueprints for city variations for character races and game resources
- Performance testing and alterations for all levels
- Utilized World Machine to create terrain for all 16 levels and top view campaign world
- Tasked with all lighting, decals, static mesh placement, sounds for environments
- Created special weapon resource temples, both attacking and defending blueprint cities, and camps for battle viewer

LEVEL DESIGNER

Timegate, Sugarland, TX

2011-2012

Aliens: Colonial Marines

- Created single player test levels used to refine game play mechanics and interaction between AI
- Tasked with troubleshooting bugs in scripted sequences
- Created level layouts of AI interaction through detailed volume placement, Kismet sequence creation, and AI pathing iterations
- Added all AI pathing nodes, lighting volumes, and rapid level changes on the fly

PROJECT MANAGER

Dana Willoughby Contracting, Greendale, IN

1998-Present

- Manage a roofing and construction company, providing estimates, materials, labor

Education

Art Institute of Pittsburgh, Pittsburgh, PA
Bachelor of Arts in Game Art and Design,
Focus in Level Design

December 2008