

Level Designer

ROBERT SMITH

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Objective

Currently focused on game asset creation, modeling/texturing/materials, and level design. The goal is to contribute experience and skills to create a game and gain even more experience in the field. Just completed BFA in game design.

Skills

Microsoft, Level Design, Problem Solving, Leadership, Photoshop, Graphic Design, Unreal Engine 4 Proficiency.

Work Experience

Level Designer

ABC Corporation - 2003 - 2007

- Designed vehicle destruction specs, tuned driving physics for all vehicles, designed and tuned police chase.
- Chase intensity progression, designed the vehicle scripting pipeline and designed a vehicle rail shooter mode.
- Scripted all the vehicle rail shooter levels.
- Principle camera designer.
- Designed and tuned all gameplay cameras that included modes for on-foot and vehicle navigation, hand-to-hand and ranged combat, lock-on camera, and vehicle rail, shooter.
- Designed a dynamic combat camera system and its scripting pipeline.
- Scripted all of the combat cameras.

Level Designer

Delta Corporation - 2002 - 2003

- Placed and animated level sections for "Drive me Bananas"; worked with a team to concept the core game and game assets worked with lead designer to .
- Created fully completed levels from conception to completion.
- Within these levels I implemented scripted sequences, level logic, player objectives, enemy encounters, weapon and environmental destructible .
- Splatterhouse (Xbox 360, PS3) Collaborated with Lead Designer and team members to create fun game levels Utilized visual based scripting system to .
- Lead Prototype team level designer Problem Solving Rendering Making adjustments to gameplay assets and other meshes.
- Building Landscapes, Buildings, Environments, Foliage, etc.
- Creating level and class blueprints Adjusting blueprints to desired results Regular play tests to ensure work quality Accomplishments Successfully .

Education

Bachelor Of Science In Game Art & Design Program - 2004(The Art Institute Of California - Santa Monica, CA)