

ROBERT SMITH

Level Designer

E-mail: info@qwikresumc.com

Phone: (0123)-456-789

SUMMARY

Providing great customer service with a growing company. Assertive, self-motivated, goal-oriented, organized, and efficient. A team player, bringing enthusiasm and energy into group efforts.

SKILLS

Technical Support, CAD, 3D Studio Max, Photoshop, Architecture.

WORK EXPERIENCE

Level Designer

MYMIC LLC - October 2013 – May 2017

- Users are guided through the training with a character named Jim who is present throughout the training.
- Responsible for helping create levels for the upcoming Alpha release on Steam for the game Mist in the Dark.
- Took the pressure off the Lead Designer by creating dynamic ways to create new levels and maps.
- Designed and assembled three multiplayer levels that shipped.
- Placed and animated level sections for "Drive me Bananas"; worked with a team to concept the core game and game assets worked with the lead designer too.
- 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.

Level Designer

Delta Corporation - 2012 – 2013

- Fresno Level Designer, with over 10 years of experience work experience in print, web, and.
- Starcraft II Heart of the Swarm Worked on several Single player campaign missions.
- Created one of two Single player campaign missions on display at Blizzcon 2011.
- Starcraft II Wings of Liberty Created several Single player campaign missions from start to finish.
- Created most of the Multi-player Challenge missions.
- on Drumskulls Level Design for rhythm based rail shooter for XBLA, and Mobile platforms.
- Set up triggers, level geometry and other game objects using Unity.

SCHOLASTICS

- Computer Science - (Hickory High School)