

ROBERT SMITH

Level Designer

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A passionate and dedicated Software Developer seeking a Software Development Position.

EXPERIENCE

Level Designer

ABC Corporation - DECEMBER 2007 - JANUARY 2011

- Conceive and manage game documentation.
- Script gameplay using an in-house level editor.
- Block out levels in Google SketchUp and Maya.
- Compose in-game cut scenes.
- Create demo levels to assess and demonstrate game mechanics.
- Served as the Product Owner for Scrum Teams.
- Published Titles.

Level Designer

Delta Corporation - 2006 - 2007

- Design and script mini-games.
- Develop AI using the in-house AI editor.
- Oversee in-house Max Scripts, plus voice-over/subtitle processing ruby script.
- Produce scripts for nightly build emails with changes made on Alienbrain from the previous build.
- Published Title Disney Princess Enchanted Journey - PS2 / WII.
- Game Maker, Photoshop) - Key inventor for dungeon level - Generated the prototype for world view.
- Skylanders Superchargers Owned the level Vault of the Ancients from pitch to polish; responsible for documentation, whitebox, pacing, scripting, .

EDUCATION

- Bachelor of Science in Game Design and Development - (Full Sail Real World Education - Winter Park, FL)

SKILLS

3D Studio Max, Maya, SketchUp, Unreal Engine, Adobe Photoshop, MS Office, MS Visual Studio, Xcode, Alienbrain, Perforce, GitHub.

