

Robert Smith

Level Designer

PERSONAL STATEMENT

Highly motivated and responsible professional with 4 years of diverse jobs in athletics, fitness, and digital design, seeking to expand repertoire in finance/sales. Possesses business-to-consumer sales experience.

WORK EXPERIENCE

Level Designer

ABC Corporation - May 2015 - December 2015

Responsibilities:

- Create and design challenging digital environments.
- Learn and use developmental level design program.
- Test quality and control of player movement and level interaction.
- Actively debug levels in regards to constantly changing physics engine.
- Created challenging in-depth digital environments for professional video game titles.
- Developed a Level for Bolder Games Starballs mobile game.
- Developed a broken planet-themed level.

Level Designer

Delta Corporation - 2011 - 2015

Responsibilities:

- Game design - architecture, balance, mechanics, gameplay and design
- Level design - Unreal Development Kit Geometry, kismet, matinee, lighting, etc.
- D modeling and art - Blender and traditional drawing for concept art.
- I was responsible for designing levels based on the Artists concept, and making alterations based on play-testing.
- I was able to reduce the need for unique textures by using my knowledge of Photoshop and the Unity3D shaders to adapt the original textures to new .
- Skills Used Skills with Textures, Level Design, and attention to details.
- San Francisco, CA (January 2012 - July 2012) Super Combo Man Created first level in the games Beta Build Level Designer Refined designs of the game.
- Student Project.

Education

BA in Psychology - 2007(Florida State University)

CONTACT DETAILS

1737 Marshville Road,
Alabama
(123)-456-7899
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www.qwikresume.com

SKILLS

Office, Outlook, Excel,
Social Media.

LANGUAGES

English (Native)
French (Professional)
Spanish (Professional)

INTERESTS

Climbing
Snowboarding
Cooking
Reading

REFERENCES

Reference - 1 (Company Name)
Reference - 2 (Company Name)