

Level Designer

ROBERT SMITH

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Objective

Have the pleasure of saying that worked side-by-side with the creators of WarCraftII, StarCraft & Broodwar, WarCraftIII Reign of Chaos & Frozen Throne, and StarCraftII Wings of Liberty. Specialized in creating user experience for single-player campaigns and I have an uncanny ability in creating high-end ESport RTS multiplayer maps.

Skills

Video Game Design, Programming/scripting: C#, Lua, Perl, Game Editors: Alchemy, Unity, Unreal, Source.

Work Experience

Level Designer

ABC Corporation - March 2007 – February 2012

- Created various Single-player campaign missions, including Misconceptions, and A Dark Covenant.
- Created multiple Ladder Maps for Battle Net.
- Worked on the terrain layout for the Downloaded Orc Campaign.
- Created various Single-player campaign missions, including Where Wyverns Dare, and Blackrock and Roll Too Starcraft Map of the Week.
- Created a Downloadable Multiplayer map each week for Battle Net.
- Created a few User Map Setting maps for Battle Net, including Operation Claws, Twelve Days of Starcr and Christmas Rush.
- In charge of implementing the design.

Level Designer

Delta Corporation - 2002 – 2007

- Worked on X-men Legends, designed, modeled & textured custom built & tile based level environments.
- Modeled, textured and animated level-art assets.
- Designed, created & implemented story, game-structure layout, set dressing, scenarios, scripted events, control schemes for 3 console systems (ps2, .
- taking modular pieces and put them in unreal engine to test them Lead Blueprints programmer.
- Created core elements and quick fixes with blueprints.
- Implemented animations for main character Systems programmer for objective and economy system.
- Personal Projects and Freelance.

Education

High School Diploma - (Los Amigos High School - Fountain Valley, CA)