

ROBERT SMITH

Level Designer

info@qwikresume.com | <https://Qwikresume.com>

Energetic, dedicated Game Developer with strong interpersonal skills, Fluent in Spanish. Focused on Environmental/Level Design. Worked in both Unreal & Unity game engines. Proven ability to work effectively with people of various ages, cultural backgrounds.

FEBRUARY 2016 - JUNE 2016

LEVEL DESIGNER - ABC CORPORATION

- Worked directly with members of Retro Studios and Nintendo to design and script-level content.
- Utilized solid creative vision to generate level design concepts and implement them using Retro Studios scripting software.
- Help provided proof that our team could design, generate and integrate new game content into Retro Studios existing product under highly stressful conditions.
- Trained at Retro Studios in their proprietary scripting software.
- Designed new game levels and mods to existing levels optimized for Internet distribution.
- Partnered with game designers/producers to integrate new gameplay into a finished product.
- Maintained and tracked internal bug database.

2012 - 2016

LEVEL DESIGNER - DELTA CORPORATION

- Assisting in revamp of the company and upcoming video game website Creating User Experience documents for upcoming unannounced XBOX 360/next .
- Game Maker, Photoshop) - Key inventor for dungeon level - Generated the prototype for world view.
- Contract Designed and assembled three multiplayer levels that shipped with Brothers in Arms Earned in Blood.
- Working on the Sandbox Evolution as a level designer.
- Creating rapid iterations of levels week to week.
- Contract Position) Duties included Creation and development of a level for the first person shooter Quake Live.
- Creating a game demo trailer for a future game.

EDUCATION

Bachelor of Arts in Game Art & Design - (The Art Institute of Colorado -

Denver, CO)

SKILLS

Maya, Unity Engine, Unreal Engine, Photoshop, Substance Painter, Substance Designer, ZBrush, Mudbox.