

Robert Smith

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Level Designer

SUMMARY

Skilled software designer and manager with 16 years of experience developing entertainment software. Keen ability to work with both technical and creative personalities to bring ideas from concept to product. Self-motivated, quality-oriented, and dedicated to not only completing the work on time but making sure the end result has the qualities needed for a competitive marketplace.

SKILLS

Photoshop, 3D Studio Max, Maya, Unity, GODOT, Open Office.

WORK EXPERIENCE

Level Designer

ABC Corporation - May 2007 - October 2013

- Designed levels and wrote dialogue for Yoda Stories.
- Using the unreal engine to create a 360-degree cinematic experience for Youtube/Oculus Rift use.
- Designed software for user experience.
- Scripted game events and other software features.
- Created a UDK recreation of QBert with a team of three other students (Website link in header).
- 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).

Level Designer

Delta Corporation - 2004 - 2007

- Designed levels and wrote dialogue for Yoda Stories.
- Using the unreal engine to create a 360-degree cinematic experience for Youtube/Oculus Rift use.
- Designed software for user experience.
- Scripted game events and other software features.
- Created a UDK recreation of QBert with a team of three other students (Website link in header).
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EDUCATION

Computer Art and Animation - 1994(School of Communication Arts - Minneapolis, MN)