



### OBJECTIVE

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I am interested in a level or mission design position at a well established studio.

### GAME DEVELOPMENT EXPERIENCE

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Duke Nukem Forever *3D Realms Entertainment* Aug 2008-May 2009

#### Level Designer

- Responsible for designing and constructing highly detailed levels for Duke Nukem Forever
- Primary level designer on four levels that cover two locations in the game
- Designed, prototyped, scripted, and polished two boss battles for Duke Nukem Forever
- Worked closely with art and programming teams to maintain visual and gameplay qualities
- Responsible for level lighting, scripting, design implementation, and final polishing

### EDUCATION

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**Guildhall at Southern Methodist University** Plano, Texas July 2008

Professional Certificate of Digital Game Development

Specialization: Level Design

**Utah Valley State College** Orem, Utah April 2006

Associate of Arts (AA)

### PERSONAL/TEAM PROJECTS

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- *MP\_Ruin* (Gears of War PC) – One of the most popular GoW maps on the Epic forums
- *SP\_Station* (Gears of War PC) – One week single player map design test for a potential employer
- *The Color of Doom* (Half-Life 2 Mod) – 2009 IGF finalist for overall best student game
- *Escape from Ithuria* (Unreal 2K4 Mod) – 3 player cooperative puzzle platformer

### TECHNICAL SKILLS

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#### 3D Editing Tools

UnrealEd 4  
3D Studio Max 2008  
Hammer  
Radiant  
The Elder Scrolls Construction Set  
UnrealEd 2004

#### Scripting Languages

Kismet  
Doom Script  
Oblivion Script  
Unreal Script

#### Software

Subversion, Tortoise SVN 1.4

### HOBBIES/INTERESTS

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Extensive experience playing and studying competitive multiplayer games at a high level:

*Starcraft*- 6 years

*Halo:CE*- 3 years

*Splinter Cell: Pandora Tomorrow, Chaos Theory*- 2 years

*Halo 3*- 1+ year

*Halo 2*- 1+ year

*Gears of War*- 1+ year