# Professional game Experience

***Wildstar* - Sci-Fi MMORPG - Carbine Studios** - Associate Content DesignerMay 2013 – October 2014

* Designed and implemented content in the capitals, including a playable dance machine and obstacle course
* Designed and implemented content for scaling 1-5 player instanced dungeons (shiphands and holiday instances)
* Polished content in shiphand missions and several other zones including: Levian Bay, Ellevar, and Whitevale
* Post launch worked on the Live Design Team responsible for holiday content/shiphand instances, and live issues

# Skills

**Design:** Concept, Documentation, BSP/Whitebox, World Building, Scripting, Lighting, Gameplay

**Editors:**  Creation Kit/G.E.C.K., UDK, UE3/Gears of War, Hammer, CryEngine 3

**Scripting:** Lua, C++, C#, Kismet (Unreal Visual Scripting), Flowgraph (CryEngine 3 Visual Scripting)

**Art:** 3DS Max, Maya, Photoshop, Google Sketchup, Modeling, Texturing

**General:** MS Office, Tortoise SVN, JIRA, Scrum/Agile Development

# Guildhall Game Experience

***Blastrobots*** Team of 14 UDK Isometric Shooter Development Time: 5 Months

* Game/level designer responsible for the prototype, whitebox and gameplay scripting of all levels

# Personal Work

***Escape*** Single Player 3rd Person *Gears of War* Development Time: 6 Weeks

* Explored unique puzzle based gameplay in *Gears of War*
* Added flashlight weapon attachment not native to *Gears of War* gameplay

***Hover-craftsman*** Single Player 1st Person *Half-Life 2* Development Time: 5 Weeks

* Designed physics based platforming for *Half-Life 2*
* Integrated assembly of a unique vehicle modification

***Warp Gate*** Multiplayer FPS Deathmatch *Unreal Tournament 3* Development Time: 5 Weeks

* Explored the effects of dynamic environmental hazards in multiplayer maps
* Emphasized verticality and circular flow using jump pads and gravity

# Education

**Guildhall at SMU, Plano Tx** September 2011 – May 2013

* Master of Interactive Technology: Digital Game Design

**University of Texas at Dallas, Richardson Tx**August 2006 – May 2010

* Bachelor of Arts, Arts and Technology: 3D Modeling and Animation

# References

**Kristen DeMeza**

Senior Game Designer/Zone Lead

Carbine Studios

949-300-4753

**Mike Barr**

Lead Live Team Designer

Carbine Studios

571-239-7886

**Justin Bartlett**

Lead Content Designer

Carbine Studios

jbartlett@carbinestudios.com