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PROFESSIONAL GAME EXPERIENCE

Wildstar - Sci-Fi MMORPG - Carbine Studios - Associate Content Designer May 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
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