

Creative and Technical Designer with over 5 years of professional experience on 9 video game titles spanning multiple platforms including Xbox360, PS3, Wii, DS and GBA.

Skills

- ▶ Creation and maintenance of thorough level design docs compiled from concept art, paper designs, asset lists, dialog trees and pacing maps to convey the overall target experience.
- ▶ Building moment-to-moment gameplay that keeps the player immersed and continuously growing in skill with the relevant game systems
- ▶ Extensive experience in prototype level design using 3DS Max and BSP based editors.
- ▶ Support of Art, Animation and Cinematic teams through asset prep, white room creation and general scripting support and education.
- ▶ Authoring and maintaining re-usable script functions and systems.
- ▶ Able to quickly comprehend and expand new scripting languages and tool suites.
- ▶ Strong collaboration with teammates creating spectacular boss encounters focused on fully engaging and satisfying the end consumer.

Experience

- | | | |
|---|---------------|-----------|
| Rapid Internal Prototype | Xbox360 / PS3 | 2009 |
| <ul style="list-style-type: none">▪ Prototyped completely new enemy AI system in the recently added scripting language.<ul style="list-style-type: none">○ Created a Finite State Machine to keep state logic neatly separated.○ Implemented states such as aware, targeting, distracted, attack and death.○ Broke states into sub types such as multiple death animations and various attacks.▪ Implemented a damage system dependent on hit chance, target distance and target state.▪ Added an AI targeting system that weighted options according to each target's proximity, state, health, etc.▪ Collaborated on level and combat design focusing on class-based cooperative play.▪ Iterated upon level destruction events with Audio, Animation and Art.▪ Tuned up an easy version of the prototype for new players and a challenging version to demonstrate the need for the newly added cooperative play mechanics. | | |
| Marvel Ultimate Alliance 2 DLC | Xbox360 / PS3 | 2009 |
| <ul style="list-style-type: none">▪ Designed and implemented the Magneto boss fight.▪ Fixed multiple main line game bugs using creative script solutions in an effort to prevent code changes.▪ Collaborated and provided feedback on the overall designs of new mission content. | | |
| Marvel Ultimate Alliance 2 | Xbox360 / PS3 | 2008-2009 |
| <ul style="list-style-type: none">▪ Created five missions from initial paper concepts through to the shipped product.▪ Assumed ownership of three additional missions for the last third of the project - adjusted layouts, as well as completely revamped existing AI encounters and Boss fights.▪ Led groups of mission designers to ensure that gameplay mechanics were congruent.▪ Designed and implemented eight heavily scripted boss encounters using a python based scripting language.▪ Supported the Cinematics team through script teachings and the creation of complex cutscene events.▪ Remained on the project until the end for polish and level design bug fixes within owned maps and other. | | |

Experience (continued)

Kung Fu Panda

NDS 2007-2008

- Designed and maintained a new visual scripting system to enable less technically able design staff.
- Created all five boss fights in the game using a proprietary C based scripting language.
- Supported the design team - scripted new objects for the visual scripting system using the C based system.
- Paper mapped, created collision, and visually scripted all seventeen Chorh-Gom Prison levels.
- Created all complex cutscenes in the game using the C based script as well as the visual script.
- Prepped and exported numerous game objects for Art.
- Created white rooms that allowed the animators on the project to test and rapidly iterate on player and boss animations.

Software

Level Editors:

Radiant, UnrealEd, Proprietary 3D Studio Max Based Editor

Art Tools:

3D Studio Max, Maya

Documentation:

Word, Visio, Powerpoint, Excel, One Note, Twiki

IDE:

MS Visual Studio, FlashDevelop, Wotgreal

Programming:

UnrealScript, Actionscript 3, C#, XNA, Proprietary C and Python Script

Source Control:

Perforce, Tortoise SVN, Visual Source Safe

Additional Experience

Inquire or see www.colorblind-design.com for specific responsibilities.

James Bond: Quantum of Solace	NDS	2008
Tony Hawk's: Proving Grounds	NDS	2007
Transformers: Autobots	NDS	2006-2007
Transformers: Decepticons	NDS	2006-2007
Spiderman 3	PS2 / Wii	2006
Tony Hawk's: Downhill Jam	NDS	2005-2006
Tony Hawk's: American Sk8land	NDS	2005
Tony Hawk's: Underground 2	GBA	2004

Education

Rensselaer Polytechnic Institute

2000-2004

- Received Bachelor of Science in Electronic Media, Arts and Communication.
- Learned Modeling and Animation using Maya and Truespace.
- Fulfilled all required science credits with Computer Science courses.
- Created art, programmed and designed on multiple game related course projects.