

GAME EXPERIENCE

UNRELEASED KEN ROLSTON RPG (Big Huge Games)

October 2008-Present

LEVEL DESIGNER – Game for PS3, Xbox 360 and PC using in-house engine/editor

- Designed over 30 different dungeon layouts for areas in the game world
- Enhanced design of existing dungeons using layout and static mesh changes
- Developed immersive environments using static mesh, particle effect and game entity placement
- Documented dungeon designs and prototyped gameplay concepts using LUA
- Identified issues with art assets to ensure consistent quality across game objects
- Improved in-house tools through testing and error logging for engineers
- Collaborated with writers to implement logical and compelling environments for quests

COLOR OF DOOM (The Guildhall at SMU)

January-July 2008

LEVEL DESIGNER/PROGRAMMER - Team *Half-Life 2* Project

- Concepted and presented original game idea for a color-based puzzle/platformer
- Responsible for whiteboxing all three levels using BSP, textures and entity placement
- Programmed HUD elements including dynamic health bar, power bar, and point score
- Programmed new pickup entities for special attack power and bonus points
- Winner of Independent Games Festival Student Showcase 2009

ESCAPE FROM ITHURIA (The Guildhall at SMU)

July-September 2007

LEVEL DESIGNER/VOICE ACTOR – Team *Unreal Tournament 2004* Project

- Primary designer for the level “Clockwork Courtyard”
- Designed and documented gameplay flow and puzzle systems for Courtyard level
- Built playable level using BSP and texturing in conjunction with model placement
- Used particle effects, lights and scripted events to give each part of the level a unique theme
- Responsible for integration of 50+ art assets into the project by working with team artists
- Voice actor for one of the main characters

BIONIC VIKING (The Guildhall at SMU)

January-March 2007

GAME PROGRAMMER/SYSTEM DESIGNER/LEVEL DESIGNER – Team Torque Game Builder Project

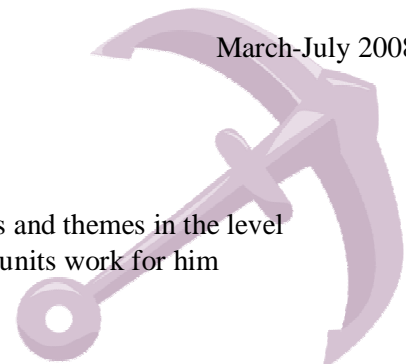
- Designed and coded wall-climbing mechanic adapted from a pre-existing physics system.
- Coded wall-climbing adaptations to pre-existing physics system
- Developed AI scripting/behaviors for five enemy units and two bosses from scratch
- Performed testing and miscellaneous troubleshooting and bug fixes
- Designed one of the games’ two levels

DEAD-END FREEMAN (The Guildhall at SMU)

March-July 2008

LEVEL DESIGNER/SCRIPTER - Individual *Half-Life 2* Project

- Planned, and documented a single level in *Half-Life 2* universe
- Built level using BSP construction and texture placement
- Placed and set up AI for scripted sequences and patrol paths
- Used model placement and lighting to create transitioning moods and themes in the level
- Scripted unique gameplay that allows the player to make enemy units work for him



ROBERT J. GEE

DESIGNER/SCRIPTER

RobertGee@purpleanchor.com

(916)397-5409

http://www.purpleanchor.com

BLASTER MASTER (The Guildhall at SMU)

October-December 2007

LEVEL DESIGNER/SCRIPTER – Individual *Quake 4* Project

- Planned, documented, and designed a four room module
- Used BSP, *Quake 4* textures and lighting techniques to fit the level within *Quake 4* universe
- Placed models and scripted AI to create an immersive environment
- Scripted unique environmental destruction gameplay

ISHI HAMLET (The Guildhall at SMU)

July-September 2007

LEVEL DESIGNER/SCRIPTER – Individual *Oblivion* Project

- Designed, and documented a single adventure in the *Oblivion* universe
- Generated terrain, and placed models to create a unique town linked to the *Oblivion* game
- Created 100+ lines of original character dialogue
- Created original story integrated in a standalone quest
- Scripted 1 unique spell, 3 monsters types, and 1 item type for an optional side-quest

THE ADVENTURES OF ASAHINA MIKURU EPISODE 00 (The Guildhall at SMU)

July-September 2007

GAME DESIGNER/PROGRAMMER – Individual Lua Project

- Designed and documented gameplay for an arcade style shooting game
- Designed and coded the entire game, including projectile systems, five different weapons, four types of pickups, menus, a high score list, and a boss battle from a basic library
- Created original AI and position management code
- Edited sprites for use in game and reformatted music files to work with Lua libraries

COLORÉ (The Guildhall at SMU)

March-July 2007

PROGRAMMER – Individual C++ Project

- Planned, designed and wrote original story, including dialogue and object descriptions
- Designed and developed a text parser for player input
- Designed and developed a system for item management and navigation.

TECHNOLOGY

Game Editors: Source (*Half-Life 2*), Radiant (*Quake 4*), UnrealEd (*Unreal Tournament 2004*), The Elder Scrolls Construction Set (*Oblivion*), Torque Game Builder, Glest (open source RTS engine)

Applications: Microsoft Office 2003: Word, Excel, PowerPoint, Adobe Photoshop CS2, Adobe ImageReady CS2, 3DStudio Max 8.0

Languages: HTML, C, C++, Java, Javascript, Scheme, Prolog, Lua 5.1

Operating Systems: Windows, Macintosh

EDUCATION

THE GUILDHALL AT SMU (Southern Methodist University, Plano, Texas)

Masters of Interactive Technology in Digital Game Development

July 2008

GPA: 3.8/4.0

- Specialization in Level Design
- Masters Thesis on Dead-End Theory in Level Design

FULTON SCHOOL OF ENGINEERING (Arizona State University, Tempe, Arizona)

Bachelor of Science in Computer Systems Engineering

May 2006

GPA: 3.7/4.0

