ROSS CAREY

LEVEL DESIGNER | RossACarey.com | RossCarey@yahoo.com | (781) 439-7091

Work Experience

Level Designer   August 2018 – August 2020 (2 Years)
Army Game Studios, Huntsville, AL

- Created several maps ranging in sizes from 100m x 100m to 1km x 1km for multiplayer 3rd person shooter
- Built testing AI to simulate players ranging from 4v4 to 32v32 in varying map sizes and configurations
- Designed multiple training scenarios for real life weapon and sensor systems used by the US Armed Forces
- Provided technical and design work on up to 4 different projects within the studio at a time

Programmer/Designer   June 2014 – September 2015 (15 Months)
Seven Layer Studios, Burlington, VT

- Founded an indie start-up focusing on mobile games
- Shipped *Pizza! Fast!* to the iOS app store
- Remained versatile and responsive to the shifting needs of a small team such as UI design and playtesting
- Programmed all functionality and gameplay of *Pizza! Fast!* using Unity 4 to create a functional mobile game

Game Design Intern   May 2012 – August 2012 (3 Months)
Majesco Entertainment, Foxboro, MA

- Compiled and maintained design documentation so that the team could easily find relevant information
- Communicated with internal QA lead for two projects: *Mini Putt Park* (Facebook) and *Mazecraft* (iOS)

Team Projects

Lead Level Designer - *Re:bound* (Unreal Engine 4)   July 2017 – December 2017 (6 Months)
Team: 17 | 3D Action/Adventure

- Optimized the game using level streaming volumes to maintain 30 FPS on PS4 without loading screens
- Designed and implemented the tutorial to teach the player all major mechanics
- Planned progression charts to maintain good pacing throughout all four levels
- Animated objects using UE 4 Matinee to create more engaging encounters

Lead Level Designer - *Auxilium* (Unreal Engine 4)   January 2017 – May 2017 (4 Months)
Team: 50 | 3D Multiplayer FPS

- Organized and advised 17 level designers with feedback to create all four levels
- Coordinated team members and cleared blockers with art and programming
- Parsed tester and stakeholder feedback to pick out key information for the team

Individual Projects

Creating an Immersive, Large-Scale Battle   September 2017 – April 2018 (7 Months)
Call of Duty 4: Modern Warfare | Single Player FPS

- Designed multiple paths through a city environment that encourages player choice
- Researched and created a list of best practices to create a large-scale battle
- Scripted dynamic AI system to guide the player through a non-linear level

Town of Lorimar   May 2017 – July 2017 (2 Months)
Elder Scrolls V: Skyrim | Single Player RPG

- Created a town in Skyrim for players to explore with six mini-quests to play through
- Planned pathways and town layout based on how the residents live in the space
- Scripted behaviors for 28 unique NPCs and 18 guards with different AI packages
- Decorated the interior spaces for 12 buildings from taverns to shops to fell lived in

Education

SMU Guildhall, Plano, TX   May 2018
Masters of Interactive Technology, Specialization in Level Design

Champlain College, Burlington, VT   May 2014
Bachelor's Degree in Game Design

Game Design Skills

- Scripting
- Troubleshooting
- Debugging
- Level Gameplay
- Level Layout
- Game Balance
- Single player Design
- AI Scripting
- Multiplayer Design
- Design Documentation
- Testing & Iteration
- Rapid Prototyping
- Console Development
- PC Development
- Agile Development
- Team Leadership
- Cross-Discipline Communication

Scripting Languages

- UE 4 Blueprint
- C#
- Lua
- GSC
- Papyrus
- Hammer I/O

Engines & Editors

- Unreal Engine 4
- Unity 5
- Radiant
- Creation Kit
- Hammer

Other Tools

- Microsoft Office
- Photoshop
- Premier
- Visual Studio
- 3ds Max
- Perforce
- Subversion
- Jira
- Redmine
- Slack