

G. Henry Schmitt

Technical Level Designer

Champaign, IL 61820
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Skills

Languages:

C++
C#
Lua 5.1
Kismet
Unreal Script
Hammer Script
Unity Javascript
Unity C#

Art Software:

Maya 2010
3DS Max 2010
Photoshop CS4

Level Editors:

UnrealEd 3.0 – Unreal Tournament 3, UDK
Hammer – Half-Life 2
Radiant – Doom 3
G.E.C.K. – *Fallout 3*
Unity

Level Design Skills: Level and game flow planning (single and multi-player), design/asset documentation, advanced BSP construction, texturing, lighting, optimization, scripting (visual, entity, statemachine, and code based), visual meshing, AI pathing, cinematics (Unreal Matinee)

Other Skills: team communication skills working with other disciplines, planning and organizational skills (experience in leadership roles on team projects), efficient time / resource management, advance planning and organization, strong troubleshooting, experienced with Microsoft Office software

Professional Game Experience

Volition, Inc. Champaign, IL Aug 2010 – Present
Level Designer – Red Faction Armageddon (pending release May 2011)

Bionic Buddha Entertainment, LLC Plano, TX Aug 2009 – May 2010
Software Engineer - Gameplay scripting, documentation and level design / construction on Cosmonuts 3D for iPhone

Education

The Guildhall at Southern Methodist University Plano, TX Jan 2009 – May 2010
Certificate in Digital Game Development, Level Design

- Won an IGDA Scholarship for an All-Access Pass to GDC 2010
- Won the D3Publisher Shane Hensley Scholarship for Game Development Excellence, 2009

University of Maryland College Park College Park, MD Aug 1999 – Jun 2004
Bachelor's of Arts Degree, Japanese

Other Experience

Freelance Writer – Three years freelance writing experience 2006 - 2009
English Teacher – Taught English in South Korea for a year 2005 - 2006