David Bradley

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Objective

To obtain a position as a designer or level designer in the video game industry.

Software Skills

UDK/Unreal Engine 3	Infernal Engine	3ds Max	Photoshop
Unreal Engine 2.5	Dante Scripting	Maya	MS Office
Kismet Scripting	C++		

Design Experience

Jan 2008 - Jan 2010   **Level Designer – Piranha Games**
Vancouver, BC

Shipped Titles:

Need for Speed: Undercover
PSP
Shipped Nov 18, 2008

- Created and populated approximately one third of the game world.
- Carefully worked under the constraints of the PSP hardware.

Transformers: Revenge of the Fallen
X360, PS3
Shipped June 23, 2009

- Worked as one of the primary designers/builders of one of the levels.
- Performed assorted level creation tasks on a number of other levels.
- Optimized the geometry of numerous assets for the PS3 build.

Bass Pro Shops: The Hunt
X360, Wii, PC
Release Date TBA

- Worked as a level/mission scripter using the Infernal Engine and Dante script.
- Collaborated closely with the software engineers and the level artists.
- Created the dangerous encounters as well as numerous spot challenges and minigames.

Other Work:

- Wrote and presented design and pitch documents for a AAA licensed title.
- Created cinematic scenes for a pitch video.

- Wrote and edited multiple sections of a design document for a title based on an original IP.
- Wrote multiple one page pitch documents.

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2005 Burnaby, BC	**Game Designer – Geeks Without Pants Mod Team** **(Art Institute of Vancouver – Burnaby)**

Foreign Soil
Unreal Tournament 2004 Mod
PC

- Wrote portions of the game design document including the gameplay and combat sections.
- Wrote and designed the layout of the instruction manual.
- Designed and tested the combat system, character statistics, and some of the in-game puzzles.

Education

Graduated June 2007
Burnaby, BC

Art Institute of Vancouver - Burnaby
Diploma of Game Art and Design

- Focus and specialization in game design.
- Production experience, primarily as a game designer, on a 12 person, 6 month Unreal Tournament 2004 mod project.

1999 - 2003
Vancouver, BC

University of British Columbia
B.A.Sc. in Electrical Engineering (incomplete)

- C++ programming experience.
- Training in technical writing.

- Part of a 5 person team for a 3 month research project and presentation.
- Elected into several different executive positions within university clubs.

- Multiple physics and electronics classes.

Other Experience

Feb 2007 – Jan 2008
Vancouver, BC

Retail Employee – Elfsar Comics & Toys

May – July 2004
Vancouver, BC

Card Dealer – Great Canadian Casinos

Sept – Dec 2003
Vancouver, BC

Sales Representative – Vector Marketing

May – Aug 2001
Vancouver, BC

Summer Intern – Stantec Consulting

References

Available upon request.