

DANIEL UNDERWOOD

Designer

Email: dunderwood.jerome@gmail.com

(870)-397-3834

Online Portfolio: www.dunderdesigner.com

SKILLS

Level Editors: Unreal Editor 4, Unreal Editor 3 (*Unreal Tournament 3*, *Gears of War*, *UDK*), Unity, Hero Engine, Hammer (*Half-Life 2*, *Portal*), Elder Scrolls Construction Set (*Oblivion*), TorqueX Builder

Level Design Skills: Level and game flow planning, iterative design, documentation, BSP blockout, scene propping, terrain editing, texturing, lighting, optimization, scripting (input/output and code based), AI pathing, trigger systems
Timeline/matinee

Art Tools: 3DS Max, Photoshop, Sketch Up, Blender, Inkscape

Scripting Languages: Blueprint, Kismet, Hammer, Lua, C#

Documentation Tools: Microsoft Office Word, Excel, PowerPoint, Visio, Project, Outlook, Confluence

Source Control Tools: Dev Track, Extra View, Tortoise SVN, Issue Manager, JIRA, Per Force P4V, SourceTree

PROFESSIONAL GAME EXPERIENCE

Goosebumps: Dead of Night – Cosmic Forces

March 2019 – July 2020

Senior Game Designer

- Brainstormed and created game pitches and game design documentation for future projects
- Updated the design for all the monster's AI to give each monster more unique playstyles
- Updated the gameplay and level flow for the previously designed layouts of the Stine House and Conservatory levels
- Designed the layout, gameplay, and level flow for the Tesla Tower level
- Implemented 20 timelines for in game cinematics and vignettes
- Implemented all gameplay elements into the game's levels
- Worked with art and programming departments daily to implement quest content
- Used visual and sound effects to create dynamic in-game events
- Worked with programming and art to optimize content for consoles
- Participated in multiple playtests to give and receive feedback on content
- Created and maintained documentation for the game's levels and monster AI

Bard's Tale 4 – InXile Entertainment

January 2017 – January 2019

Level Designer

- Designed, implemented, and maintained 8 dungeons and their Level Design Documentation
- Helped implement and maintain an additional 20 levels
- Designed over 30 puzzles and Implemented and maintained over 150 puzzles
- Did art propping and terrain work for over 30 POIs
- Implemented the game's grid-based movement system
- Actively involved in gameplay and level flow testing
- Participated in multiple playtests before and after launch to give and receive feedback on content
- Designed 3 of the 6 puzzles in the Harenhold DLC dungeon
- Worked with art, writing, and programming departments daily to implement quest content
- Used visual and sound effects to create dynamic in-game events
- Worked with programming and art to optimize content for consoles
- Did the subleveling for all the games dungeons and areas
- Did lighting and propping passes to draw player attention to important points of interest and gameplay objects

DANIEL UNDERWOOD

Designer

Email: dunderwood.jerome@gmail.com

(870)-397-3834

Online Portfolio: www.dunderdesigner.com

Wildstar - Carbine Studios

February 2013 – March 2016

Content Designer

- Feature Lead of an unannounced Holiday Event
- Helped create and design 3 live events
- Redesigned the Exile faction tutorial/NPE (new player experience)
- Designed and implemented quests for 8 zones
- Designed, implemented, and maintained documentation for Settler path content for 3 zones
- Designed and placed ambient, combat, and quest related NPC's
- Polished previously created content for optimization and stability
- Used visual and sound effects to create dynamic in-game events
- Helped design and implement the "shiphand" (mini-dungeon) mission "Deep Space Disappearance"
- Worked with cinematic, art, writing, and programming departments daily to implement quest content
- Participated in multiple playtests before and after launch to give and receive feedback on content
- Participated in several community outreach events that involved the devs playing the game with players

Star Wars: The Old Republic - BioWare Austin

January 2010 - May 2012

World Builder: Scripting

- Created maps for game content
- Created gameplay to match story and critical path information provided by writers
- Directly involved with quest flow planning and did basic scripting for two of the game's expansion planets
- Optimized previously created content for optimization and stability
- Polished quest content for missions on 11 planets
- Used visual and sound effects to create dynamic in-game events
- Implemented the NPC affection system and created/maintained documents for 3 of the game's companions
- Designed and placed both ambient and quest related NPC's
- Placed cover for combat encounters in the game
- Created and balanced combat encounters for missions that scale up in difficulty
- Participated in multiple playtests before and after launch to give and receive feedback on content
- Worked with cinematic, art, writing, and programming departments daily to implement quest content

EDUCATION

The Guildhall at SMU, Plano, TX

December 2009

Certificate in Digital Game Development, Specialization in Level Design

GPA 3.41

University of Arkansas Community College at Hope, Hope, AR

May 2007

Associates of Arts: General Education

GPA 3.5