

Spencer Rose

<http://www.rabidmnky.com>
303.725.2754
spence@rabidmnky.com

Experience

Level designer

InterWave Studios (<http://www.interwavestudios.com>)

Nuclear Dawn

Source engine game

April 2010 - March 2011

- Contracted for small, independent development studio.
- As level designer, gathered concept materials, drafted map layouts, performed blocking and art passes on levels, in addition to compiling maps, bug fixing and analysis of gameplay within levels.
- Also wrote level scripts and created low-poly model and texture assets.
- Part of an agile development/scrum team in addition to participating in weekly QA/testing.

Level designer, former lead level designer, project lead

Black Mesa (<http://www.blackmesasource.com>)

Source engine modification

April 2005 - March 2010

- While serving as project director, oversaw entire development pipeline in addition to working with a worldwide team through internet-based communication.
- As lead level designer, was responsible for overseeing level design development, assigning level design tasks, setting standards, and creating and defining visual styles throughout the mod.
- As level designer and environment artist, responsible for planning game flow and level layout, creating and optimizing detailed environments, creating and implementing scripted and dynamic events, and testing levels and sequences as required.
- Created low-polygon model and texture assets as necessary.

Personal and professional references are available upon request, in addition to details regarding previous, unrelated work experience.

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Education

General Educational Development (GED) Exams (May 2007)

Emily Griffith Opportunity School, Denver, Colorado

- Completed GED exam battery with a composite score of 3300.

Bachelor of Science in Aviation Technology (Incomplete)

Metropolitan State College of Denver, Denver, Colorado

- Fundamentals of Aviation/Private Pilot coursework (FAR part 141)
- Commercial/Instrument ground coursework (FAR part 141)
- Flight simulation
- Aviation weather/meteorology
- Preparation for FAA Private, Instrument, and Commercial written exams

Skills

- Proficient with Valve Hammer Editor for world creation and level design.
- Have a working knowledge of UnrealEd and Radiant for level design.
- Proficient with Autodesk 3D Studio Max and Adobe Photoshop for environment asset creation.
- Experienced with version control/CVS software.
- Excellent communication and organizational skills.
- Proficient and experienced with ten-key data entry and keyboarding.
- Experience in information technology administration and computer assembly, repair, and maintenance.

Additional Information

- Advanced knowledge of production and theatrical lighting, sound, and electrical equipment and systems (work experience as theatrical electrician).
- Experienced with retail ordering, inventory, and cash reconciliation processes (work experience as senior sales associate and vault clerk).
- FAA certified private pilot.