

# Spencer Rose

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## SKILLS

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- Building interactive prototypes, levels, and developer-facing tools, primarily with Unreal Engine and Unity.
- Program and script development with C#, C++, Python/PyQt, Java, PHP, HTML/CSS.
- Construction of 2D/3D environment assets with 3dsMax, Blender, ZBrush, Photoshop, Substance tools, and Agisoft Metashape.
- Creation and implementation of environmental ambience and game audio, using REAPER.
- Application of lighting, shading, optimization, and rendering techniques for real-time scenes and assets.
- Gameplay prototyping, design, and analysis, using creative problem-solving to navigate constraints.
- Applying iterative and data-oriented approaches to development process and decision-making.
- Communicating and collaborating effectively within diverse, fast-paced, and cross-disciplinary teams and environments.

## EXPERIENCE

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### Spatial / Wooster Games

Senior Game Developer

December 2024 - Present

- **Environment art and visual design:** Contributed to environment and level creation for *Animal Company*, a live service VR game with over one million monthly active players and weekly updates. Created modular level components, props, textures, and audio assets, and handled implementation in Unity using a project-specific tile-based system.
- **Gameplay and editor scripting:** Built, tested, and implemented C# scripts to handle behaviour of environmental gameplay mechanics, and created editor-side tooling to assist with specific level design and art tasks as necessary.

### Freelance Developer

Level Designer, Environment Artist, Technical Artist

March 2015 - December 2024

- **Art, design, and scripting:** Worked with independent developers on a contractual or commissioned basis.
- **Level art and optimization:** Created art assets and environment scenes for Unreal and Unity-based projects.
- **Prototype and tool development:** Developed mockups, prototypes, tools, and gameplay-related components using various languages and technologies (C#, Python/PyQt, Unreal Blueprint, C++).

### Crowbar Collective

Technical Lead, Principal Artist

October 2017 - September 2022

- **Prototyping:** Responsible for initial development of a new project/IP, *Rogue Point*. Using Unreal Engine, created prototype gameplay systems, class designs, and framework code with Blueprint and C++. Created assets and scene geometry in support of a successful pitch, while working independently or under direction of the project lead.
- **Look development and level art:** Defined a visual style for the project's environments by collecting and authoring reference material, style guides, mood boards, and visual tests. Created modular level geometry, props, tileable materials, trim sheets, and shader assets. Built mockups and proof-of-concept assets to convey ideas in visual form as necessary.
- **Tool and workflow development:** Built, tested, and implemented developer-facing tools and scripts to improve workflow and review processes, automate testing procedures, and to assist with project-wide asset management.
- **Leadership:** Worked with project management and team leads to review tasks and identify action items. Created video training materials and written documentation relating to project organization, design, and workflow. Hosted live tutorial sessions on a weekly basis to support team-wide skill development and continuous improvement. Provided advisory support to management in regards to development practices, operational concerns, and strategic challenges.

Level Designer, Level Artist

April 2005 - March 2020

- **Gameplay design:** Contributed to level creation for *Black Mesa*. Collaborated with other designers to create puzzles and implement level logic. Implemented collision geometry for levels and assets.
- **Level art:** Performed art, lighting, and optimization passes on blockout levels using a bespoke workflow between 3dsMax and Hammer editor. Created 2D and 3D assets in addition to clustered scene geometry and LOD meshes.

### Neoglyphic Entertainment

Technical Artist, Support Representative

November 2016 - May 2017

- **Plugin development:** Tasked with supporting experimental feature development, user workflow improvements, and bug fixes on the *NeoFur* plugin for Unity and Unreal 4, which provided real-time simulation of furry objects and surfaces.
- **Documentation and user support:** Responsible for creating and maintaining customer-facing documentation, including the production of video tutorials and recorded training materials. Handled licensing and technical-related user inquiries.

## EDUCATION

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### Bangor University

Bachelor of Science in Creative Technologies, with First Class Honours

Bangor, Gwynedd, UK

September 2013 - June 2016