

Brian Royce

- > Game designer
- > Level designer

LEVEL EDITORS

- UnrealEd (3 & 4)
- Radiant
- Source (Worldcraft/Hammer)

SCRIPTING

- UnrealEd (3 & 4)
- Source (Worldcraft/Hammer)
- Python
- LUA

ART

- Adobe Photoshop
- UnrealEd (3 & 4)
- Autodesk 3D StudioMax
- Autodesk Maya

PROGRAMMING

- Microsoft Visual Studio

MISC.

- Perforce
- Bugzilla

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brianroyce.net

SUMMARY OF QUALIFICATIONS

- 6 years professional experience as level designer, 4 years professional experience as game designer
- 15 years individual experience in level design
- Fluent in the game development processes from lunch-pitch, concept, block-out, iteration, detailing, to production-polish
- >10 complete level releases for various Half-Life mods within the modding community
- Half-Life 2 mod 'Provenance' featured in Computec Media's *PC Games* magazine coverdisc
- Received offer to feature on PC Gamer UK magazine coverdisc

PROFESSIONAL EXPERIENCE

Battleborn

2013 - 2015

Gearbox Software, MP game designer & MP level designer

- Wrote game design documents to introduce game mechanics (eg. Shard economy system, pre/post-match sessions designs, 'economy encounters'), identify requirements, iterate upon overhead game experience, and effectively execute on ideas alongside other departments
- Implemented new gameplay systems, multi-player gamemodes, and gameplay objects using proprietary scripting tools
- Designed layouts and drafted block-outs of multi-player levels for existing gamemodes and as examples accompanying new gamemode designs

Aliens: Colonial Marines

2011 - 2013

Gearbox Software, SP/MP level designer & MP game designer

- Designed layouts, drafted block-outs, and built levels guided by game design documents, movie reference, and research materials
- Implemented gameplay and combat scripting for various single-player and multi-player levels
- Designed and implemented scripting for multi-player gamemode mechanics (eg. Survivor, Escape gamemodes) and single-player training level (USCM Firing Range DLC)
- Worked alongside game designers to add localization content to multi-player gamemodes

Brothers in Arms: Furious Four

2009 - 2011

Gearbox Software, SP level designer

- Drafted game story and missions within smaller teams of designers for various single-player chapters
- Designed layouts and drafted block-outs for single-player levels which followed a set of principles designed around four-player, class-based, co-op friendly gameplay
- Implemented gameplay and combat scripting for single-player levels

Call of Duty 4: Modern Warfare & Modern Warfare 2

2007 - 2009

Infinity Ward, QA tester

- Hunted, reported, & regressed bugs alongside other various tasks assigned individually or as a team collaboration

INDEPENDENT EXPERIENCE

Untitled UE4 project

2015 +

Game designer, level designer, programmer, scripter, 2D artist, 3D artist, animator, UI designer, etc

Provenance

2009

Game designer, level designer, programmer, 2D artist, 3D artist, animator

Missing Information

2005 - 2009

Team leader, game designer, level designer, 2D artist, 3D artist, animator

Quiver

2005 - 2009

Level designer, programmer, 2D artist, 3D artist, animator

Sven Co-op

1999 - 2009

Level designer, 3D artist, animator

PROFESSIONAL DEVELOPMENT SEMINARS

STRATA-gizing (NETGEAR – from Idea to IPO and Beyond)

Mr. Mark Merrill

CTO, NETGEAR Inc.

Music in Video Games: Technology and Passion

Mr. Bob Rice

Founder & CEO, Four Bars Intertainment

Mr. Tommy Tallarico

President, Tommy Tallarico Studios, Inc.

Mr. Jack Wall

Co-Creator & Musical Conductor, Mystical Stone Entertainment, LLC.

Creating the Future Today

Dr. Sophie Vandebroek

CTO, Xerox Corporation & President, Xerox Innovation Group

Crimeware: Trends in Computer Viruses

Mr. Bernard Laroche

Senior Product Marketing Manager, Symantec Corporation

The Bigger Game Leadership Model – Evolving Intentionally as a Leader

Ms. Pat Obuchowski

'Chief Empowerment Officer', InVisionaria

Open Source and the Age of Age-Blindness

Mr. Blake Ross

Co-Founder, Firefox