

BRANDON SOUDERS LEVEL DESIGNER

2600 VENTURA DRIVE # 1329, PLANO, TX 75093

CONTACT: BSOUDERS@SMU.EDU 817-320-3102

WWW.BSOUD.COM

SOFTWARE

- **LEVEL EDITORS** - Unreal Ed 2 (*Unreal Tournament 2004*), Unreal Ed 3 (*Brothers in Arms: Hells Highway*), Radiant (*Quake 4*), Hammer (*Half Life 2*), Swat Ed (*Swat 4*), Scrolling Game Development Kit (*Marble Quest*)
- **ART TOOLS** - 3D Studio Max 8, Adobe Photoshop CS2, Adobe Illustrator CS2, Adobe InDesign CS2, Adobe After Effects
- **SCRIPTING** - Unreal Script, Radiant Script, Source Script, Kismet, C++, Visual Basic
- **ADDITIONAL SOFTWARE** - Microsoft Office Suite 2003, Visual Studio .Net 2003, Context, Tortoise SVN 1.4.1, Subversion, Perforce

LEVEL DESIGN SKILLS

Design Documentation	Environment Lighting
BSP Blockout	High Polygon Modeling
A.I. Scripting	Low Polygon Modeling
Level Optimization	Normal Mapping
Modular Asset Development	Texture Creation
Terrain Implementation	UVW Unwrapping

GAME EXPERIENCE

BROTHERS IN ARMS: HELLS HIGHWAY - GEARBOX SOFTWARE

JULY- SEPTEMBER 2006

LEVEL DESIGNER, MULTIPLAYER (INTERNSHIP)

- Worked with team of three programmers, three artist, and six level designers to create prototype environments to support new multiplayer gameplay for a World War II first person shooter
- Created unique concept for map and worked directly with artist to develop custom art for the environment
- Completed detailed blockout for level including terrain, environmental lighting, and skybox using Unreal 3

WATER STATION NO. 19 – THE GUILDHALL AT SMU

OCTOBER 2006-FEBRUARY 2007

LEVEL DESIGNER (THESIS PROJECT)

- Created map using Hammer to support thesis on communication through the use of form
- Implemented physics puzzles and scripted enemy encounters for the entirety of the level
- Refined player paths in order to improve the flow of the level and increase gameplay

TOYBOX HEROES – THE GUILDHALL AT SMU

SEPTEMBER-DECEMBER 2006

LEVEL DESIGNER/ENVIRONMENTAL ARTIST (*HALF-LIFE 2* TEAM PROJECT)

- Worked together with five programmers, three artist, and seven level designers to create a three dimensional fighting game
- Completed BSP blockout for proof of initial concept, scripted events, applied world textures, and implemented environmental lighting
- Modeled, unwrapped, and applied preliminary textures to ten world objects off of reference photos in order to accurately portray real world scale

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VENTILATION FACILITY – THE GUILDHALL AT SMU

MARCH-JUNE 2006

LEVEL DESIGNER (INDIVIDUAL DIRECTED FOCUS STUDY PROJECT)

- Created level using Radiant to fit seamlessly within the original game, *Quake 4*
- Scripted several dynamic gates throughout the level using Radiant Script
- Completed all texturing, environmental lighting and population of gamespace
- Implemented several emitters and used environmental fog to help create a dilapidated feeling for the environment

RANSACKED! – THE GUILDHALL AT SMU

JANUARY-MARCH 2006

LEVEL DESIGNER/ENVIRONMENTAL ARTIST (*UNREAL TOURNAMENT 2004* TEAM PROJECT)

- Worked with a team of five programmers, two artist, and five level designers to create an original multiplayer game in three months using Unreal
- Created five custom static meshes for the level including modeling, unwrapping, texturing, and implementation into Unreal Ed
- Completed detailed BSP blockout to convey the desired look and feel of the environment to the team
- Worked on committee within team to help establish continuity between all levels and art in the game

MARBLE QUEST – THE GUILDHALL AT SMU

JULY-SEPTEMBER 2005

LEVEL DESIGNER/ENVIRONMENTAL ARTIST (*SCROLLING GAME DEV* TEAM PROJECT)

- Worked within team of two level designers, and one artist to develop a 2D side scrolling game from July to September
- Constructed four tile sets, two sprite animations, and used Visual Basic Scripting for construction of gameplay elements

EDUCATION

THE GUILDHALL AT SMU – DALLAS, TEXAS

MARCH 2007

- Masters of Interactive Technology, Digital Game Development
- Specialization in Level Design

TEXAS STATE UNIVERSITY – SAN MARCOS, TEXAS

MAY 2005

- Bachelor of Fine Arts in Communication Design
- Designed communications for product packaging, logo/identity, posters, annual reports, books, magazines, and signage

RELATED WORK EXPERIENCE

PACIFIC BRANDS RETAIL GROUP

AUGUST 2003-DECEMBER 2004

ASSISTANT MANAGER

- Assisted in daily management of a retail outlet while enrolled full time in undergraduate studies
- Supervised employees, created schedules, opened and closed store, and received shipments