

Daniel M Nelson

Game Developer
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OBJECTIVE

I am looking to obtain a position working with passionate developers to create the next big game.

PROFESSIONAL EXPERIENCE

Internship at Xaviant (XBLA & Gamebryo Lightspeed) – Designer/Animator [6/09 – 8/09]

- Created enemy designs, character and building sketches, and created enemy animations

STUDENT EXPERIENCE

Robo Hobo (XNA Game Studio & Torque X 2D) – Level Designer/Tester [1/09 – 5/09]

- Designed and built the entire first map; including level layout and entity placement

The V.I.C.E. (Crysis Single Player level) – Lead Flow Graph Scripter [3/08 – 5/08]

- Scripted ninety percent of level events, as well as trigger and enemy placement

SOFTWARE

- **Level Editors** – CryEngine 2 Sandbox, UnreadEd, CoDRadiant, Torque X 2D Builder
- **Graphical** – 3DSMax, Photoshop, xNormal, Unreal Kismet, Flash, Premier, PowerPoint
- **Organizational** – Alien Brain, Dreamweaver, Word, Project, Excel, Outlook
- **Programming** – Proficient in UnrealScript, XNA/C#

SKILLS

- BSP block-out, detail geometry, and prop placement
- Level optimization
 - Texture and model memory reduction
- Environment art creation
 - Texture, Normal, and Specular map creation
 - Static prop creation
- Level and player flow planning
- Lighting
- Outstanding eye for detail
- Good understanding of project pipelines
- Work well with teams
- Open to constructive criticism
- Well organized; work well under deadlines
- Excellent written and verbal communication
- Great passion for playing and making games

EDUCATION

Flashpoint Academy in Chicago, IL – Graduate Certificate in Digital Game Development, Specialization in Level Design – May 2009