D E R E K W A R N E R

Derek@derekwarner.com
www.derekwarner.com

OBJECTIVE

To use my knowledge, skills, and expertise, to create cutting edge entertainment in the video game industry.

EDUCATION

The Art Institute of Phoenix — 2000 – 2003
Bachelor of Arts majoring in Video Game Art and Design — **June 19th, 2003**

Grand Rapids Community College — 1997 - 1999
Fine Art Studies

SKILLS

APPLICABLE SKILLS

Unreal Engine 3 Level Design and Creation
3d Environment Design
AI scripting and balancing
LUA Scripting
Steam Development
PlayStation 4 Development
Level prototyping
Game Scheduling and Production
Advanced Unreal Kismet Scripting
Xbox 360 Development
PlayStation 3 Development
Xbox One Development

SOFTWARE KNOWLEDGE

Discreet 3d Studio Max
Adobe Photoshop
Adobe Illustrator
Source Engine
Unreal Engine 3.0
Far Cry Engine
Google Sketch up
Cry Engine

WORK EXPERIENCE

June 2014 - Present

Red 5 Studios

FIREFALL
SENIOR LEVEL DESIGNER
(PC)
SHIPPED TITLE

Created and blocked out many core missions throughout Firefall including two operations, Miru and High Tide.
Created the layout and blockout for a new zone, The Amazon Warzone.
Created and modified multiplayer maps for Jetball and Team Deathmatch.
Created pipeline to export Sketchup level layouts into the game for quicker iteration.
Designed level content for an open world MMO.

November 2011 – April 2014

Airtight Games
In partnership with Square/Enix

MURDERED: SOUL SUSPECT
SENIOR GAME DESIGNER
(Xbox One, PlayStation 4, Xbox 360, PlayStation 3, PC)
Unreal Engine 3
SHIPPED TITLE

Created and implemented process for creating documentation and maps for the level design team.
Worked closely with tech and animation to create system for gameplay animations and interactions.
Extensive Unreal 3 Kismet scripting on many game levels including tutorial missions. Extensive work with streaming and fitting levels into memory on major consoles.

May 2006 – November 2011

Zipper Interactive / SCEA

UNIT 13
SENIOR LEVEL DESIGNER
(PlayStation Vita)
SHIPPED TITLE

Project Completed in 6 months.
Designed 3 missions in an accelerated timeframe.
Scripted encounters.
Scripted mission types.

	SOCOM 4 **SENIOR LEVEL DESIGNER** Covert Ops / Stealth Missions (PlayStation 3) SHIPPED TITLE	Designed all Covert-Ops missions. Created shell casing design spec. Created stealth meter design spec. Created design specs on Covert-Ops gameplay elements. Refined Covert-Ops gameplay. Scripted encounters and setups. Designed layouts and gameplay objectives. Wrote VO for 45 for Covert-Ops missions.
	MAG **SENIOR LEVEL DESIGNER** (PlayStation 3) SHIPPED TITLE	Designed and created many of the maps. Lead designer on all SVER maps. Worked with a team of designer's prototyping and refined multiplayer game types. Scripted game elements. Worked closely with level artists to complete and polish levels.
	SOCOM: COMBINED ASSAULT **MULTIPLAYER LEVEL DESIGNER** (PlayStation 2) SHIPPED TITLE	Designed and created all multiplayer maps for Socom: Combined Assault. Created game type and mission scripts.
June 2005 – May 2006	**Ubisoft Montreal**	
	RAINBOW SIX: VEGAS **LEVEL DESIGNER** (Xbox 360, PlayStation 3, PC) Unreal Engine 3 SHIPPED TITLE	Unreal Engine 3 Experience. Creating main game level from scratch to completion. Creation of paper maps, to BSP layout, AI placement, and scripting. Created second campaign mission, the Calypso Casino.
Aug 2004 – June 2005	**Perception PTY LTD**	
	STARGATE SG-1: THE ALLIANCE **LEVEL DESIGNER** (PC, PlayStation 2, Xbox) Unreal Engine 2 Canceled Project	Created missions from concept to completion including objective setup, dialogue additions, cut scenes, enemy placement, enemy scripting, terrain and landscape creation, skybox creation, FX creation, and layout and flow of levels.
July 2003 – Aug 2004	**Sierra Entertainment**	
	SPECIAL FORCES **ENVIRONMENT ARTIST** **MULTIPLAYER LEVEL DESIGNER** (PC) Unreal Engine 2 Canceled Project	Created new multiplayer gameplay modes. Created art assets for multiplayer levels. Designed all Multiplayer levels from paper map to completion.
2002 – 2003	**COPPERHEAD: RETALIATION** **CREATOR / DESIGNER / ARTIST** (PC) Dungeon Siege Mod Dungeon Siege Modification RELEASED JUNE 23RD 2003	Created design doc and concept. Created all art assets and levels. Created animations of new enemies. Created website and marketing.

ACHIEVEMENTS AND AWARDS

Featured Mod in PC Gamer – July 2004
Featured Mod in GameStar – March 2004
The Art Institute of Phoenix – **3.7 G.P.A.**