

D E R E K W A R N E R

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OBJECTIVE

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

EDUCATION

The Art Institute of Phoenix
Bachelor of Arts majoring in Video Game Art and Design

2000 – 2003
June 19th, 2003

SKILLS

APPLICABLE SKILLS

Unreal Engine 3 and 4 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 / Blueprint Scripting
Xbox 360 Development
PlayStation 3 Development
Xbox One Development

SOFTWARE KNOWLEDGE

3d Studio Max
Adobe Photoshop
Adobe Illustrator
Source Engine

Unreal Engine 3
Unreal Engine 4
Google Sketch up
Cry Engine

WORK EXPERIENCE

March 2016 -
Current

Crystal Dynamics

**THE AVENGERS PROJECT
NEW TOMB RAIDER GAME
SENIOR DESIGNER
IN PRODUCTION**

Worked on unannounced title.

Currently working on The Avengers Project.

June 2014 –
January 2016

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.

	<p>SOCOM 4 SENIOR LEVEL DESIGNER Covert Ops / Stealth Missions (PlayStation 3) SHIPPED TITLE</p>	<p>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.</p>
	<p>MAG SENIOR LEVEL DESIGNER (PlayStation 3) SHIPPED TITLE</p>	<p>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.</p>
	<p>SOCOM: COMBINED ASSAULT MULTIPLAYER LEVEL DESIGNER (PlayStation 2) SHIPPED TITLE</p>	<p>Designed and created all multiplayer maps for Socom: Combined Assault. Created game type and mission scripts.</p>
June 2005 – May 2006	<p>Ubisoft Montreal</p> <p>RAINBOW SIX: VEGAS LEVEL DESIGNER (Xbox 360, PlayStation 3, PC) Unreal Engine 3 SHIPPED TITLE</p>	<p>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.</p>
Aug 2004 – June 2005	<p>Perception PTY LTD</p> <p>STARGATE SG-1: THE ALLIANCE LEVEL DESIGNER (PC, PlayStation 2, Xbox) Unreal Engine 2 Canceled Project</p>	<p>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.</p>
July 2003 – Aug 2004	<p>Sierra Entertainment</p> <p>SPECIAL FORCES ENVIRONMENT ARTIST MULTIPLAYER LEVEL DESIGNER (PC) Unreal Engine 2 Canceled Project</p>	<p>Created new multiplayer gameplay modes. Created art assets for multiplayer levels. Designed all Multiplayer levels from paper map to completion.</p>
2002 – 2003	<p>COPPERHEAD: RETALIATION CREATOR / DESIGNER / ARTIST (PC) Dungeon Siege Total Conversion Dungeon Siege Modification RELEASED JUNE 23RD 2003</p>	<p>Created design doc and concept. Created all art assets and levels. Created animations of new enemies. Created website and marketing. Planetcopperhead.com</p>