

# D E R E K W A R N E R

[Derek@derekwarner.com](mailto:Derek@derekwarner.com)  
[www.derekwarner.com](http://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 19<sup>th</sup>, 2003**

## SKILLS

### APPLICABLE SKILLS

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

### SOFTWARE KNOWLEDGE

3d Studio Max	Unreal Engine 3
Adobe Photoshop	Unreal Engine 4
Adobe Illustrator	Google Sketch up
Source Engine	Cry Engine

## WORK EXPERIENCE

March 2018 – Current	<b>Blind Squirrel Games</b>  <b>UNANNOUNCED TITLE</b> <b>SENIOR LEVEL DESIGNER</b>	Level blockout and creation Scripting of gameplay objects Cutscene creation Front end level design
March 2016 – February 2018	<b>Crystal Dynamics</b> Square Enix <b>THE AVENGERS PROJECT</b>  <b>SHADOW OF THE TOMB RAIDER</b> <b>SENIOR DESIGNER</b> (Playstation 4, Xbox One, PC) SHIPPED TITLE	Design work on Avengers Project  Created and blocked out levels Scripted AI Combat Focused on new enemy AI combat scripting Focused on traversal and runout section Created new and interesting combat with unique enemies for series
June 2014 – January 2016	<b>Red 5 Studios</b>  <b>FIREFALL</b> <b>SENIOR LEVEL DESIGNER</b> (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	<b>Airtight Games</b> In partnership with Square Enix  <b>MURDERED: SOUL SUSPECT</b> <b>SENIOR GAME DESIGNER</b> (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	<b>Zipper Interactive / SCEA</b>  <b>UNIT 13</b> <b>SENIOR LEVEL DESIGNER</b> (PlayStation Vita) SHIPPED TITLE	Project Completed in 6 months.  Designed 3 missions in an accelerated timeframe. Scripted encounters. Scripted mission types.
	<b>SOCOM 4</b> <b>SENIOR LEVEL DESIGNER</b> 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.
	<b>MAG</b> <b>SENIOR LEVEL DESIGNER</b> (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.
	<b>SOCOM: COMBINED ASSAULT</b> <b>MULTIPLAYER LEVEL DESIGNER</b> (PlayStation 2) SHIPPED TITLE	Designed and created all multiplayer maps for Socom: Combined Assault. Created game type and mission scripts.
June 2005 – May 2006	<b>Ubisoft Montreal</b>  <b>RAINBOW SIX: VEGAS</b> <b>LEVEL DESIGNER</b> (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	<b>Perception PTY LTD</b>  <b>STARGATE SG-1: THE ALLIANCE</b> <b>LEVEL DESIGNER</b> (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	<b>Sierra Entertainment</b>  <b>SPECIAL FORCES</b> <b>ENVIRONMENT ARTIST</b> <b>MULTIPLAYER LEVEL DESIGNER</b> (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	<b>COPPERHEAD: RETALIATION</b> <b>CREATOR / DESIGNER / ARTIST</b> (PC) Dungeon Siege Total Conversion Dungeon Siege Modification RELEASED JUNE 23 <sup>RD</sup> 2003	Created design doc and concept. Created all art assets and levels. Created animations of new enemies. Created website and marketing. Planetcopperhead.com