

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	Level prototyping
3d Environment Design	Game Scheduling and Production
AI scripting and balancing	Advanced Unreal Kismet 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
Blender	

WORK EXPERIENCE

March 2018 – Current	Blind Squirrel Games DRIFTERS SENIOR LEVEL DESIGNER	Level blockout and creation Scripting of gameplay objects Cutsscene creation UI design
March 2016 – February 2018	Crystal Dynamics THE AVENGERS PROJECT SENIOR DESIGNER SHADOW OF THE TOMB RAIDER SENIOR DESIGNER (Playstation 4, Xbox One, PC) SHIPPED TITLE	Single and multiplayer level scripting Level blockout and design Game mode scripting and design 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	Red 5 Studios FIREFALL SENIOR LEVEL DESIGNER (PC) SHIPPED TITLE	Created and blocked out many core missions 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 documentation and maps for the level design team Created system for gameplay animations and interactions Extensive Unreal 3 Kismet scripting Extensive work with streaming and fitting levels into memory on major consoles

May 2006 –
November 2011

Zipper Interactive / SCEA

Project Completed in 6 months.

UNIT 13
SENIOR LEVEL DESIGNER
(PlayStation Vita)
SHIPPED TITLE

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

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 Total Conversion
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.
Planetcopperhead.com