**REBECCA** RICHARDS

**Game Designer**

<http://www.rerichards.com>|Melbourne, FL H: 321-749-5743 | rerichards@rerichards.com

**KEY SKILLS**

**EXPERIENCE**

**09/2014 - 07/2015**

**06/2012 - 07/2014**

**02/2011 - 01/2012**

**01/2007 - 06/2009**

**EDUCATION**

**2009 - 2010**

**2002 - 2006**

**Engines**  **Art Development**

Unreal 3 Adobe Photoshop  
Unreal 4 3DS Max 2010  
Hammer Google Sketchup 7  
G.E.C.K.  
Unity **Software**    
Genesis (proprietary) Microsoft Office  
Alchemy (proprietary) Smartsheet

Devtracker  
**Scripting Languages** JIRA

Kismet  
Hammer I/O  
C# and XNA  
Lua  
RavelScript (proprietary)  
VisualScript (proprietary)

**Level Designer**  
**Vicarious Visions (Skylanders Superchargers, Multi-Platform)** - Albany, NY

Initial planning and implementation of two major gameplay spaces using proprietary  
Alchemy toolset.  
Level support across six major levels including scripting AI encounters, building out and  
adjusting basic level whitebox geometry, scripting simple gameplay systems using  
proprietary VisualScript system.  
White box implementation of two small gameplay areas using pre-existing puzzle  
mechanics.  
Quickly rebuilding content based on timely feedback.  
Took initiative to rewrite and update company training manual for new hires.

**Content Designer**  
**Carbine Studios (WildStar, PC)** - Aliso Viejo, CA

Planning and implementation of quest content for five zones including creature  
encounters, quests, dialog, and quest-specific abilities using proprietary toolset.  
Scripting using proprietary LUA-based RavelScript language.  
Vendor itemization for all content after level 15 for the game economy.  
Initial design and implementation of major item quest system game wide.  
Collaboration with cinematics in planning major story cinematic, recording scratch VO.  
Implementation of daily quest events for unreleased content.

**Level Designer/Production Assistant**  
**The Workshop (Sorcery, PS3 Move)** - Marina Del Rey, CA

Whitebox layout, scripted encounters and combat for two major game levels.  
Worked with art department on preliminary asset needs for full production.  
Acting as producer, assisted design department by tracking tasks, writing support  
documents, finding bugs, and assisting with localization testing.  
Created comprehensive memory metrics and served as liaison to engineering for  
solving memory-related crashes.

**System Support I: Technical Writer**  
**Harris Corporation** - Melbourne, FL

Worked in a team environment on tight deadlines to produce documentation to  
support a variety of technical products for government and commercial defense.

**Master of Interactive Technology**: Level Design  
**Guildhall at Southern Methodist University** - Plano, TX

Created level in Fallout 3 editor for my Master's thesis on the use of traps.  
Produced two team games and created vertical slice level for senior project.

**Bachelor of Arts**: Digital Media, Writing for Media  
**University of Central Florida** - Plano, TX  
GPA: Digital Media, Writing for Media