REBECCA RICHARDS
Game Designer

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KEY SKILLS

Engines
- Unreal 3
- Unreal 4
- Hammer
- G.E.C.K.
- Unity
- Genesis (proprietary)
- Alchemy (proprietary)

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

Art Development
- Adobe Photoshop
- 3DS Max 2010
- Google Sketchup 7

Software
- Microsoft Office
- Smartsheet
- Devtracker
- JIRA

EXPERIENCE

09/2014 - 07/2015

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.

06/2012 - 07/2014

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.

02/2011 - 01/2012

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.

01/2007 - 06/2009

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.

EDUCATION

2009 - 2010

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.

2002 - 2006

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