

D E R E K W A R N E R

Derek@derekwarner.net
www.derekwarner.net

OBJECTIVE

To use my skills in art and game design, to learn new concepts on level and game design, and to create game designs and level designs on creative titles in the video game industry.

EDUCATION

The Art Institute of Phoenix 2000 – 2003
Bachelor of Arts majoring in Video Game Art and Design **June 19th, 2003**

Grand Rapids Community College 1997 - 1999
Fine Art Studies

SKILLS

APPLICABLE SKILLS

Unreal Engine 3 Level Design and Creation

3d Environment Design
AI scripting and balancing
LUA Scripting

Game Scheduling and Production
Programming and Scripting including Unreal Engine 3
Kismet Scripting

SOFTWARE KNOWLEDGE

Discreet 3d Studio Max
Adobe Photoshop
Adobe Illustrator

Unreal Engine 3.0

Far Cry Engine
Google Sketchup

WORK EXPERIENCE

May 2006 – Current	Zipper Interactive / SCEA SOCOM 4 (PS3) Senior Designer / Covert Ops (Stealth) 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.
	Zipper Interactive / SCEA MAG (PS3) Senior Designer 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 (PS2) Multiplayer Level Designer 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 (X360) Single Player Level Designer Unreal Engine 3 Experience SHIPPED TITLE	Creating main game level from scratch to completion. Creation of paper maps, to BSP layout, AI placement, and scripting.
Aug 2004 – June 2005	Perception PTY LTD Stargate SG-1 : The Alliance (PC, PS2, Xbox) Single Player Level Designer Unreal Engine Experience Single Player Level Designer Multiplayer Consultant 3D and Texture	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 (PC) Unannounced Title Environmental Artist Multiplayer Level Designer Unreal Engine Experience Multiplayer Level Designer Multiplayer Game Designer 3D and Texture Artist	Created new multiplayer gameplay modes along with minor ideas and changes implemented into the game design doc Created art assets for multiplayer levels Designed all Multiplayer levels from paper map to completion.
2002 – 2003	Copperhead: Retaliation (PC) Dungeon Siege Mod Creator/Designer/Artist Dungeon Siege Modification Released June 23 rd 2003	Created design doc and concept. Created all art assets and levels. Created website and marketing.

ACHIEVEMENTS AND AWARDS

Featured Mod in PC Gamer – July 2004
Featured Mod in GameStar – March 2004
The Art Institute of Phoenix – **3.7 G.P.A.**