Patrick Moates   Level Designer

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Skills

- Design: Scripting, BSP Creation, Static Mesh Placement, Lighting, Texturing, Cinematic, AI Pathing, Set design
- Editors: Unreal Engine 4, Unreal Development Kit (*UDK*), *Unreal Tournament 3*, *Gears of War* (*Unreal 3 Editor*), *Half-life 2* (Hammer), *Fallout 3* (GECK editor), Unity
- Scripting: C#, Lua , Kismet, Unreal script (Unreal Engine 3), TESS script, Blue Print (Unreal Engine 4)
- Organization: Office, Excel, Outlook, Viso, Scrum Agile
- Documentation: Design Documents, Level Design Documents, Asset list, Abstracts, SketchUp, Lock/unlock Tables, other feature tracking documents.
- Art Creation: Photoshop, Blender, 3ds Max (hobbyist)

Education

The Guildhall at Southern Methodist University–Plano, TX
January 2009–Dec. 2011
Certificate in Game Development with a Major in Level Design

- Hands on team experience in game development
- Experience with editor, art development and scripting

Florida State University–Tallahassee, FL
January 2006–Dec. 2007
Bachelor of Arts in Creative Writing, Minor in Theater

- Completed course work in set design/ cinema
- Completed advance fiction workshops and studied cinema, theater

Game Development Experience

VIPR – Lead Developer, Feature Programmer
June 2014- November 2014

- Implemented features to the specifications of the project lead scripted in Blueprint
- Tested features and pseudo coded ways to scale them in further development

What's my Angle – Design Consultant Double Loop (intern)
June 2012- August 2012

- Participated in design meetings, discussed and took feedback on project
- Submitted level designs from rough stage to visual pass

Smash & Grab–Mission Arc in CPP's *EVE Online (Incarna Release)*
April 2008–July 2008

- Wrote dialogue, descriptions and designed game play experience from moment to moment over a 20 mission arc
- Designed and wrote a narrative with divergent branches for the player to pursue. Player could choose to betray or remain loyal to agents