



# David K. Bird

## Game Designer

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## Objective

Looking to apply my skills as a newly appointed game designer and previously trained artist and writer to create unforgettable worlds to fully immerse the player for years to come. Let me help you blur the thin line of virtual reality and reality in a vivid fusion of programming and level design.

## Skills

### GAME DESIGN

- Level design, block out, basic animations
- Game Balancing, Game Design Documentation
- Playtesting and Playtest focus groups
- Story telling and dialogue, Storyboard, Art
- Basic Cinematics

### PROGRAMMING

- C#
- Java Script, C/ C++
- HTML

### LEVEL EDITORS

- Unity 3D 5.00+
- Unreal 4.1+
- Perlenpiel

### SOFTWARE

- Maya / Blender
- Microsoft Paint / Office
- Google Drive / Hangouts
- Visual Studio 2015+, Sublime Text 2.0+
- Perforce

### OTHER

- Typist
- Written & Verbal Communication Skills

## Experience

Examples of work available at <http://www.davidkbird.com>

EDEN FALLING – Razor Edge Games

2017-2018

### Level Designer / Marketing

- Responsible for building levels outlined by concept team. (Level Design)
- Submit levels into WIP files and fill out paperwork determining the key features of the level. (Level Design)
- Responsible for searching for and reaching out to streamers to create hype about our title. (Marketing)
- Liasion between level design team and marketing team members working within Unity engine (Marketing)

VAULT BREAKERS – Capstone, Full Sail University

2016 - 2017

### Programmer, Mechanics Lead, Designer (Single Player PC / Mac OSx)

- Responsible for the programming in C# for all things protagonist.
- Designed and built from block out to polish all peripheral scenes such as Splash screen, Main Menu, Controls, Credits, Build Notes, and Achievements.
- Responsible for most of the basic / primitive animations such as doors and bouncing objects.
- Level Designer for Boss Level and Tutorial

