

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 Cinimatics   **PROGRAMMING**   * C# * Java Script, C/ C++ * HTML HTML | **LEVEL EDITORS**   * Unity 3D 5.00+ * Unreal 4.1+ * Perlenspiel   **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 * Responsible for all implemention of the mechanics and making sure they were working correctly. * Used Unity Collab and Perforce for team share, and Google Hangouts for team collaboration. * Worked closely with an Art team and an Audio Team. * This game is under reconstruction in Unreal and will be marketed once completed by the same team for the Capstone.     Dreams of a scavenger – Full Sail University **2015 – 2015**  **Team Lead, Programmer, Level Designer (Single Player PC / Mac OSx)**   * Responsible for setting, and enforcing team meeting times, delegating team workloads from week to week, and keeping the documentation up to date during the series of milestones for the month. * Responsible for one of four sections in one large world. * Designed and built from block out to polish section two of the scene. Demonstrating terrain alterations and basic programming. * Learned the basics of Perforce for team share, and used Google Hangouts for team collaboration.   Mage Tanks – Full Sail University **2015 – 2015**  **Artist, Editor, Story (Two Player Board / Card Game)**   * Responsible for the artwork for the cards, board, rule book, and box. * Responsible for writing the story, and the rule booklet. * Responsible for editing all documentation of the game.   Baby’S CRAWLING ADVENTURE – Full Sail University **2014 – 2014**  **Programmer, Level Designer, Mechanics, Story (Single Player Browser)**   * Responsible for all aspects of the game. * Built using Perlenspiel and Java Script. * Designed and built from block out to polish. * Responsible for creating and Implementing the Mechanics. * Responsible for basic audio. * Designed the game based off my then newly crawling baby, and level design was based off of the floor plan of my house. |
| Education | Full Sail University – Winter Park, FL (Online) **2014 - 2017**  **Bachelor’s in Game Design**   * Graduated with a 3.03 GPA. * Learned valuable skillsets to launch career in the Game Design field; including but not limited to team work, leadership, level / world design, programming and many other aspects. |