

Owen McNamara

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Level Designer

Objective: A **Level Designer** position for a company seeking an individual with the ability to design and create exciting and compelling levels, problem solve to achieve company objectives and who is eager to exceed expectations to produce exciting, effective multimedia projects.

Skills:

- C++ Programming with DirectX
- ActionScript 2.0
- UnrealEd 3 and UnrealScript
- Worldcraft/Hammer
- Adobe Photoshop
- Adobe Illustrator
- 3DS Max
- Documentation writing

Projects:

Level Designer, ONS_LOLlan, Individual Project

- Modified an existing Onslaught level for Unreal Tournament 2004.
- Created and imported interactive content: drivable vehicles, custom player models, and new weapons uniquely different from existing UT04 weapons.

Level Designer, The Darkness Project, Group Project

- Responsible for sandbox testing and level mechanics implementation in Hammer.
- Source engine researcher and analyst.

Project Lead, Null Grav, Group Project

- Led a hand-picked team of students to create a game in Unreal Tournament 2004.
- Created concept and majority of the technical and design documentation.
- Delegated tasks and managed group resources and scheduling.
- Designed and programmed the menus in UnrealScript.

Flash Developer, ROFLcopter, Individual Project

- **Awarded “Best Contemporary/Creative Idea Flash Game Design”** by peer vote.
- Created storyboards and documentation detailing gameplay and story, rendered in Illustrator and professionally printed.
- Created dozens of vectorized graphics in Flash and Illustrator that were used in the final product.
- Utilized ActionScript 2.0 coding and Scene management to create fully functioning interfaces, inventory system, collision, animations, and levels.

Education:

Associates Degree in Computer Information Systems, Morrisville State College, Morrisville, NY

- Graduated: 12/2006
- Focused studies on programming and application development.
- Successfully completed courses on programming in C++, Visual Basic .NET and VB for Applications, GUI Design, Programming Logic, Project Management, and creating and maintaining Microsoft Access databases.

Bachelor’s Degree in Game Design, Collins College, Tempe, AZ

- Graduated: 02/2009
- Focused studies on game design, level design, and project management.
- Successfully completed courses in DirectX programming, creating Design Documents, Story Writing, using Adobe products (Photoshop, Illustrator, Premiere, After Effects, Audition, Flash), Project Management, and designing interfaces, levels and entire games.