

John Bearden

Game Designer

John.Bearden@gmail.com

972-998-4177

JOHNBEARDEN.NET

Level Design Skills

Game Engine & Software Tools

- **Voxel Farm** (TUG Demo Build)
- Custom Voxel Terrain Engine (TUG)
- **Unity 4** (TUG Internal Testing)
- **UDK 3** (Personal Projects)
- **Infernal Engine** (Ghostbusters, Star Wars - Kinect)
- **Hammer** (Half-Life 2)
- **The Elder Scrolls Construction Kit** (Elder Scrolls IV: Oblivion)
- **Radiant** (Quake 4)
- **UnrealEd** (Unreal Tournament 2004)
- **Aurora Toolset** (Neverwinter Nights)
- 3D Studio Max 2012
- Adobe Photoshop CS6
- SideFX Houdini 10
- Adobe Flash CS6
- Scaleform
- Wwise
- SketchUp
- Google Docs
- Microsoft Office 2012 (*Excel, Word, Powerpoint, Access*)
- Microsoft Project
- Adobe Audition CS6
- Adobe Premiere CS6
- Audacity
- Acid Pro
- Microsoft Visio
- Perforce
- JIRA
- Lucidchart
- TortoiseSVN
- Scrolling Game Dev Kit (2D Game Engine)

Applied Skills

- Team lead skills
- Proficient in Product Owner position in an Agile development environment
- Gameplay scripting
- AI scripting
- Efficient use of Perlin and Simplex noises in procedural terrain generation in a sandbox game
- Kickstarter marketing and community driven social media campaigns
- Indie game development
- LUA game scripting
- Custom font library creation
- Very familiar with Kinect gesture recognition and interface development
- Working in an Agile development environment
- Involved in start to finish development cycle of shipped AAA game titles
- Proficient in basic sound design
- Working in small to large development teams
- Basic game scripting using C++, Lua and custom engine scripting languages
- Low polygon & medium polygon model creation for use in game
- Model unwrapping and texture creation
- Model animation using 3DS Max
- Knowledge of both subtractive and additive level editors
- Efficient use of level lighting, level optimization and particle effect techniques
- Creation and integration of UI elements in engine
- Quest construction including dialogue and journal writing and scripting
- Working in a source control environment
- Storyboard layout and concept art
- Game deconstruction techniques
- Knowledge of the business and history of video games
- Cinematic scene construction and shooting techniques
- Pre-production game documentation writing & level design map layouts

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Game Experience

TUG -The Untitled Game (PC) - Nerd Kingdom

August 2012 - Present

Lead Designer - *Team Management*

- Design documentation, system design, UI design
- Implementing feature requests from research team
- Creating system documents, spreadsheets and engine requirements for engine prototype
- Vision holder for research team goals and project organization
- Directed team of designers on areas including system design, story/lore design, audio design and procedural world design
- Set milestones and directed team focus throughout project
- Worked with code team to design and implement engine features including: terrain generation, game object system, physics system, robust script based mod system, particle system, material system, character animation and rigging systems, AI, UI, engine editors and sound system
- Interaction and project insight through several social media outlets including: Facebook, Twitter, Tumblr, YouTube, Reddit and company forums

Lead Designer - *Product Owner*

- Creating team requirements docs for game systems and features for each sprint
- Creating rules for systems and working in breakout teams assigned to complete those game features
- Organizing and determining team priorities for the overall project

Lead Designer - *AI & Gameplay Scripting*

- Proficient in use of Lua as an engine scripting language
- Scripted AI behaviors including pets, guardians(bodyguards), aggressive/passive mobs, helpers
- Implemented potions systems through script with player status effects
- Implemented Magic system with projectiles, area effects and cone radius effects
- Design and implementation of trigger based logic system utilizing scripting system for behaviors
- Sound design and script implementation in several game systems throughout the engine

Lead Designer - *World Design & Procedural Engine Scripting*

- Work with art team to create game objects and terrain materials used in procedural terrain generation
- Crafting procedural environments for the game including use of perlin noises to create terrain as well as subtraction geometry for caves and overhangs
- Applying rules for object placement and clusters and control the density and scale of objects generated on the terrain
- Balancing of harvested resources and distribution of ores and other elements for the environments
- Control and adjustments of individual biome lighting, world skybox settings and audio settings across the biomes

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Game Experience

Star Wars Kinect (X-Box 360) - Terminal Reality September 2009 - March 2012

Level Designer - *Rancor, Pod Racing, Dance, Jedi*

- Created Design Documents and map layouts for several modes including Rancor and Pod Racing
- Designed white box and demo level pod racing tracks using Houdini pipeline to Infernal engine
- Created several concept models used during white box for pod race
- Designed and fully implemented 30 dance song levels with interactive level elements, character scripting, lighting, effects and custom camera scripting
- Designed puzzle section for Jedi levels and assisted other designers in finishing out final levels for the mode
- Designed and implemented early testing of Scaleform UI elements for all modes in the game

Ghostbusters (PC, PS3, X-Box 360) - Terminal Reality October 2007 - June 2009

Level Designer

- Created Design Documents and map layouts for hotel 2 level of the game
- Designed white box geometry for hotel 2 level of the game
- Scripted 3 physics based puzzle elements found in 2 levels of the game
- Completed one full shipping level and took control and finished out 1 additional level from another designer as well as assisting with a boss level fight for hotel 2
- In game cinematic scripting and dialog control for the characters using in-game cinematic tool

GL00 - Dinosaur Games April 2016 - June 2016

Contract Game Designer

- Fixed level issues for unreleased game
- Setup game sound events using Wwise
- Added new physics based puzzle elements
- Added achievements and level progression events
- Created end credits in game cinematic
- Added new characters and animations per art requests

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Related Experience

Gaming LAN Center - JAM's Gaming Coliseum

May 2003 - December 2005

Owner

- Developed an extensive business plan and raised start up capital
- Managing finances and dealing with vendors for support and equipment ordering
- Marketing events and running competitions to bring in customers
- ROI analysis
- Day to day operations including upkeep, sales and equipment repair

E-Commerce, Corporate and Intranet Sites - Zale Corporation

July 1997 - December 2005

Web Designer

- Developed, Designed and maintained e-commerce and financial investor web pages
- Developed a strong intranet/extranet website that utilizes Ultimus Workflow for digital signature and approval processes
- Developed on-line verification, wish list, gift registry and catalog based e-commerce web pages
- <http://www.zales.com>, <http://www.zalecorp.com>

Education

The Guildhall at Southern Methodist University

September 2007

Master's of Interactive Technology Digital Game Development with a specialization in Level Design

University of Oklahoma

May 1997

Bachelor's Degree in Management Information Systems