

MICHELLE BROTHERS

LEVEL DESIGNER

[www.MichelleBrothers.com]

Skills

Level Design

- Unreal Engine 4
- Unity 3D
- Aurora Toolkit
- Skyrim Creation Kit
- CryENGINE
- Source SDK

Art

- Adobe Photoshop
- Adobe Premiere Pro
- 3DS Max
- Adobe Illustrator
- Maya
- UV Mapping

Scripting

- UE4 Blueprint
- C++
- VHammer Script
- Lua
- Papyrus

Other

- Microsoft Office
- Trello
- Open Broadcaster Software (OBS)
- Agile SCRUM
- JIRA

Professional Experience

Days Gone – 3rd Person Action-Adventure Open World Game

- Designed, iterated, and shipped several main story missions, and side missions in the open world. SIE Bend Studio
May '15 - April '19
- Setup and maintained blueprints of assigned missions. Unreal 4
- Collaborated with other disciplines to design layouts and create unique scripted gameplay encounters.

Days Gone – DLC: Dead Before Daylight Challenge

- Documented, designed and iterated on the Challenge from concept to final delivery. SIE Bend Studio
April '19 - Oct. '19
- Scripted and balanced the waves of the horde, and designed and tuned sub-objectives and medal scores. Unreal 4
- Worked with other disciplines to create special door and window blueprints. Helped design a new gun, the Growler minigun.

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School Experience

Identity – 3rd Person Stealth Game

- On 3 levels, placed meshes and lighting in the levels.
 - Maintained scripts for several different types of doors.
- Guildhall Project
6 months

Brothers' Nightmare – Skyrim

- Created a main quest with 3 endings and 2 side quests.
 - Created complex dialogue trees that provided options based on items acquired, previous dialogue, and quest stages.
- 8 Week Solo Project
Skyrim Creation Kit

Test Subject – Half Life 2: Episode 2

- Scripted friendly headcrab command system.
 - Designed puzzles to utilize headcrab companion.
- 6 Week Solo Project
Source SDK

Education

The Guildhall at Southern Methodist University

- Certificate in Digital Game Development.
 - Specialization: Level Design.
- Jan '13 – Dec '14

Abilene Christian University

- Major: Information Technology.
 - Minor: Digital Entertainment.
- Aug '08 – Dec '12

Hobbies / Interests

- Renaissance Festivals
- Dungeons & Dragons
- Board Games (**Betrayal at House on the Hill** and **Cosmic Encounters**)
- Horror (Movies, Books, Games, etc)