

# Gabriel Robbins

## Level Designer/Scripter

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### SKILLS

**Design:** Single Player, Multiplayer, Game Design, Scripting, Encounters, Blockout, Lighting, World Building  
**Editors:** Unreal 4, Unreal 3, Hammer, GECK, Torque 2D  
**Scripting:** Blueprint, Kismet, Hammer I/O, C#, Lua, GECKScript  
**Art:** 3DS Max, Maya, Photoshop, Google Sketchup  
**Core:** Microsoft Office, Tortoise SVN, JIRA

### PROFESSIONAL GAME EXPERIENCE

#### Studio Wildcard

February 2015 - Present

##### *Atlas – Lead Level Designer/Senior Level Designer*

- Reviewed and approved all final layouts created for Atlas during time as lead
- Directed level design completion of Blackwood expansion with very tight deadline
- Assisted in optimization of Blackwood through more efficient level streaming practices, mesh merging and proxy mesh implementation
- Led daily stand ups and organized weekly sprints for environment team including two artists and three level designers
- Designed majority of Ice Dungeon, worked directly with gameplay scripter assigned Yeti boss fight at the end of the level
- Created several islands from blockout to completion that were positively received by the community

##### *Ark: Extinction – Lead Level Designer*

- Directed, reviewed and approved layout direction of Ark: Extinction expansion
- Created weekly sprints for five-person level design team
- Designed multiple areas of the map including Forbidden Zone, Sunken Forest, South Wastelands and Northern Wastelands
- Presented level design progress to creative directors in monthly updates
- Mentored level designer transitioning specializations

##### *Ark: Survival Evolved – Senior Level Designer*

- One of nine co-founders of Studio Wildcard, creators of Ark: Survival Evolved and Atlas
- Worked directly with creative directors to realize the level design vision of Ark
- Pre-Early Access launch, adapted to “start-up” environment and met rigorous deadlines
- Lead Level Designer’s go-to team member for creating focal areas in every map, problem solving and emergency QA
- Designed majority of caves and boss arenas for the Ark franchise
- Scripted boss prototype levels with dynamic changing environments
- Assisted in technical level set up, including NPC spawns, level streaming, weather toggles, landscape conversion

#### Trendy Entertainment

September 2013 - January 2015

##### *Dungeon Defenders: Eternity – Level Designer*

- Designed four levels total, from initial layout to final visual completion
- Collaborated with artists to create asset documentation with specified dimensions, textures and color pallets
- Pitched and designed specific level features, worked with programmers during implementation
- Documented internal community feedback for layout iterations and future designs

##### *Monster Madness: Online – Level Designer*

- Responsible for design, construction, lighting and detailing for four levels total on project
- Scripted enemy encounters, hazardous obstacles and cut scenes
- Followed level completion check lists for optimization

### EDUCATION

#### Master of Interactive Technology, Level Design

Plano, TX, May 2013

The Guildhall at Southern Methodist University

#### Bachelor of Arts in History

Charlotte, NC, December 2007

University of North Carolina at Charlotte

### PERSONAL

- Certified Flight Instructor and Commercial Pilot
- Honor Air Guardian for World War II Veterans of Western North Carolina from 2008-2009