

# Gabriel Robbins

## Designer/Scripter

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### SKILLS

**Design:** Single Player, Multiplayer, Game Design, Scripting, Encounters, BSP Block-out, Lighting  
**Editors:** Unreal, Hammer, Radiant, GECK, Torque 2D  
**Scripting:** Kismet, Hammer I/O, C#, Lua, GECKScript  
**Art:** 3DS Max, Maya, Photoshop CS5, Google Sketchup  
**Core:** Microsoft Office, Tortoise SVN

### PROFESSIONAL GAME EXPERIENCE

Trendy Entertainment - Level Designer *Dungeon Defenders: Eternity* March 2014 - Present

- Designed levels "Dread Dungeon" and "Magus Citadel", from initial layout to final visual completion
- Collaborated with artists to create asset documentation with specified dimensions, textures and color palettes
- Pitched and designed specific level features, worked with programmers during implementation
- Documented internal community feedback for layout iterations and future designs
- Currently working on Live Content Team, designing and constructing levels for future updates

Trendy Entertainment - Level Designer *Monster Madness: Online* September 2013 - March 2014

- 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

### GUILDHALL GAME EXPERIENCE

Team of 15 - Level Designer/Scripter *Voodudes* Development Time: 5 Months

- Responsible for conception, design, construction and lighting of "Green Northern Residences" level
- Implemented all scripting in "Green Northern Residences," including cut scenes, hazards, encounters and final boss fight

Team of 7 - Game Designer *Food Feud* Development Time: 2 Months

- Collaborated with programmers to develop a gameplay framework used for quick iteration on features (guns, abilities)
- Wrote and updated Game Design Document for project, communicated design iterations to team
- Balanced all weapons, abilities and classes

### INDIVIDUAL PROJECTS

Sole Developer *Gears of War: Withered Pantheon* Development Time: 6 Weeks

- Constructed abandoned temple with various scripted traps
- Created explosive hazards the player could shoot to aid themselves in combat

Sole Developer *Half Life 2: Episode 2: Nemesis* Development Time: 5 Weeks

- Scripted behavior of Ant Lion Guardian, the primary adversary of the level
- Built various physics puzzles, providing the player with interesting choices

### EDUCATION

**Master of Interactive Technology, Level Design** Plano, TX, May 2013

The Guildhall at Southern Methodist University  
Thesis Title: Learned Behavior through Sounds

**Bachelor of Arts in History** Charlotte, NC, December 2007

University of North Carolina at Charlotte

### ACHIEVEMENTS

- Certified Flight Instructor and Commercial Pilot
- Honor Air Guardian, escorted WWII Veterans during their viewing of the memorial in Washington D.C.