

JOHN P. DORAN

LEVEL DESIGNER / TECHNICAL DESIGNER

OBJECTIVE

Highly motivated and passionate level, system, and game designer, seeking summer internship as level designer/scripter.

PROFILE

- Have designed and built 4 year-long videogames, on teams of 2 to 7
- Fluent in C++, ActionScript 3, UnrealScript, and Python
- Lifelong boardgame and D & D player
- Excellent visual & cinematic sense (8 years as award-winning video editor)
- Good at finding what's fun, prototyping quickly, playtesting, and balancing

PROJECT EXPERIENCE

System/Game Designer, Team of 2 Aug 2010 – Dec 2010
FlowShooter Senior Project

- Created and implemented system for dynamically generated enemies based on player skill level. Used Unity and Javascript.

Game Designer, Team of 7 Aug 2010 – Present
Lunaris Senior Game

- Designed all levels and gameplay elements, scripted player behaviors
- Designed and implemented UI for level editor to be used by players
- Created and defined behaviors in GDD during development using a Wiki
- Worked with 6 C++ programmers to develop tools and custom scripting language

Lead Designer, Team of 4 Junior Project
Fire Campaign Unreal Tournament 3

- Led team of four to develop a third-person platforming game in the Unreal Engine
- Designed entire level; implemented custom game type, checkpoint system, and behaviors in Kismet and UnrealScript

Game Designer, Team of 4 Apr 2007 – May 2008
Tim-E Sophomore Game

- C++ game programmer on a team of 4, building a time-travel-based 2D platformer
- Programmed game behaviors and AI. Wrote particle system, sound, and input.
- Wrote and maintained a GDD throughout the game cycle in Microsoft Word

RELEVANT WORK EXPERIENCE

T.A. (Game Mechanics I, II; 3D Game Design; Game History) Sep 2009 – Present
DigiPen Institute of Technology Redmond, WA

- Created and delivered lectures about the Unreal editor, Kismet, and UnrealScript
- Answered students' UnrealEd questions in a lab setting; graded papers & projects

Contract Graphic Artist June 2004 – Present
Power of Pride Promotions / Monarch Promotions North Vernon, IN / Las Vegas, NV

- Designed website in Flash/Actionscript; designed products and logos in Illustrator
- Designed/recreated logos for client approval and organized presentations

Videographer Apr – Aug 2009
DigiPen Institute of Technology Redmond, WA

- Created videos for school website. Created treatments, filmed, edited in Premiere

EDUCATION

DigiPen Institute of Technology Redmond, WA
Bachelors of Science in Game Design Dec 2011

KNOWLEDGE/SKILLS

Programming/Scripting

Visual Studio (4 years)

C/C++(4 years)

Actionscript 3 (3 years)

UnrealScript (2 years)

Python (2 years)

Javascript

HTML

DirectInput

SDL

TinyXML

FMOD

Level Editing

Unreal Editor

Unity

Hammer Editor

3DS Max 2010

Graphic Design

Photoshop

Illustrator

Flash

Premiere

InDesign

After Effects

Encore DVD

ESSAYS

On <http://johnpdoran.com>:

Creating Flow by Dynamically

Changing Enemies

12 Tips for Starting Game

Designers

Level Design and Its

Applications In Affecting

Emotions and Actions

Analyzing: Café' World

AWARDS

2007 -Telly Award

2006 - Communicator's Award

2005 - Videographer's Award