

TRADD THOMPSON

864-616-7750 www.traddthompson.com stthomp1@gmail.com skype: stthomp87

Skills

- Systems Design and Balance
- Level Design
- Gameplay Design/Scripting
- Encounter Design
- Documentation
- BSP / Whitebox
- Agile Development / Scrum
- Mathematics
- Sound Design
- Creative Writing
- Version Control (Perforce/SVN)

Editors/Engines

- UDK
- Unreal Engine 3
- Gears of War Editor
- Source (HL2)
- Skyrim Creation Kit
- RPG Maker VX

Software

- 3DS Max
- Adobe Photoshop
- Microsoft Excel
- Audacity

Scripting

- Kismet
- Object-based scripting (HL2)

Levels

<p>Crevasse 1st Person Shooter <i>Unreal Tournament 3</i> UT3 Editor</p>	<p>Multiplayer CTF Map (8+ players)</p> <ul style="list-style-type: none"> ▪ Designed multiplayer CTF map around the translocator ▪ Moving platform serves as high-priority control point ▪ Map intentionally designed to encourage team coordination for control over platform 	<p>2 Months, 2013</p>
<p>Last Stand 3rd Person Shooter <i>Gears of War</i> Gears of War Editor</p>	<p>Single Player Tower Defense</p> <ul style="list-style-type: none"> ▪ Designed 3D tower defense level inspired by LOTR Helms Deep battle ▪ Defend a fortress from the ramparts against five waves of varying enemy types and siege weapons ▪ Boss battle uses Brumak in a different way ▪ Advanced AI that adapt to situations based on the condition of the fortress ▪ Re-balanced many of the weapons to be effective in combat against hordes of enemies, including the troika, boomshot, hammer of dawn, and more 	<p>2 Months, 2013</p>
<p>Battleboat Racing 1st Person Racer <i>Half Life 2</i> SDK: Half Life 2 Editor</p>	<p>Single Player Racing</p> <ul style="list-style-type: none"> ▪ Modified <i>Half Life 2</i> to be a battle-racing game ▪ Race against two AI boat drivers that fire torpedoes at you ▪ Discover secret shortcuts to take the lead ▪ Collect torpedo pickups to fire at opponents and slow them down ▪ Hit boost pads to shoot ahead of opponents 	<p>1.5 Months, 2013</p>
<p>The Immortal Trials Isometric RPG <i>Neverwinter Nights 2</i> NWN2 Toolset</p>	<p>Single Player Party-based RPG</p> <ul style="list-style-type: none"> ▪ Designed a standalone game with several hours of gameplay based around encounters and progression through item crafting ▪ Designed custom crafting system, enemies, and items ▪ Balanced item and encounter progression for strong gameplay flow 	<p>3 Months, 2014</p>

TRADD THOMPSON

864-616-7750 www.traddthompson.com stthomp1@gmail.com skype: stthomp87

Games		
<i>Midgard Saga</i>	Level/Systems Designer	July – December 2013
Isometric Tactics UDK (Team of 15)	<ul style="list-style-type: none">▪ Designed/scripted gameplay for Levels 2 and 4▪ Designed and balanced character abilities▪ Designed level layouts for Levels 2 and 4▪ Created and maintained balance sheet for abilities and enemies▪ Implemented/modified sounds for the game	
<i>Torrent</i>	Level/Systems Designer	January – May 2013
1 st Person Shooter UDK (Team of 9)	<ul style="list-style-type: none">▪ Balanced weapons▪ Created and maintained balance sheet for weapons▪ Co-designed map layout▪ Implemented/modified sounds for the game	
<i>Miasma</i>	Level Designer	August – December 2012
2D Platformer GuildEd (Team of 5)	<ul style="list-style-type: none">▪ Designed final level▪ Game voted for “Best Visuals” out of 9 games▪ Contributed to conceptualization of design vision and core mechanic	
Work		
Delta Airlines Atlanta, GA	Co-op engineer on airplane simulators	2008
	<ul style="list-style-type: none">▪ Debugged FORTRAN code in simulator databases▪ Flew airplane simulators to test proper functionality	
Clemson University Clemson, SC	Supplementary Instruction Leader	2006 – 07
	<ul style="list-style-type: none">▪ Planned and hosted tutorial sessions for Pre-calculus course to students	
Education		
Guildhall at SMU Plano, TX	Professional Certificate (Level Design Specialization)	January 2011 – December 2012
Clemson University Clemson, SC	Bachelor of Science: Electrical Engineering	August 2006 – May 2011