

# Rafeal Underwood Jr. – Designer

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## Professional Game Design Experience

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**Carbine Studios** – Aliso Viejo, CA

**Content Designer, WildStar**

**June 2013–October 2014**

- Collaborated with artists, programmers, content designers, and combat designers to create entertaining and memorable gameplay
- Placed and spawned NPCs across all zones and tracts
- Helped conceptualized quest content for upcoming expansion zones
- Collaborated with Audio Team to create numerous sounds for spells and quest abilities

**Bioware Austin, LLC** - Austin, TX

**World Designer, Star Wars: The Old Republic, Contract Work**

**May 2011–May 2012**

- Collaborated with artists, programmers, cinematic designers, writers and combat designers to create entertaining and memorable gameplay
- Conceptualized, scripted and balanced numerous combat abilities for various enemy NPCs
- Placed and spawned NPCs across all planets
- Designed and blocked out levels for upcoming unannounced expansion content
- Created and managed extensive combat and world design documentation

**Intific, Inc** - Austin, TX

**Associate Designer, Eagle-i IED Trainer, Contract Work**

**Jan. 2011–March 2011**

- Created and managed extensive level and game design documentation for 6 of 12 levels
- Implemented LUA scripting in 6 of 12 levels
- Designed and scripted an entire game type using LUA
- Collaborated in multi-disciplined team to ensure polished and detailed levels are produced in a timely manner

## Education

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**The Guildhall at SMU**

**January 2009 – May 2010**

Certificate in Digital Game Development, Specialization in Level Design

**The Ohio State University**

**September 2003 – June 2008**

Bachelors of Arts in Film Studies

## Highlighted Game Design Proficiencies

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**Game Engines** - Unity, Unreal 3/UDK, Elder Scrolls/Fallout 3, Hero Engine, Hammer Editor

**Applications** – Adobe Photoshop, Autodesk 3DS Max, Google SketchUp, Wwise, Alienbrain

**Scripting Languages** – C#, LUA, Kismet (Unreal Engine), Hammer Editor