

Rafeal Underwood Jr. – Level Designer

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Professional Game Design Experience

Pomeroy IT Solutions – Marysville, Ohio

Lead Tape Library Vendor

August 2016–Current

- Oversee extensive library of data tapes consisting of sensitive information onsite at Honda and CenturyLink locations
- Assist in any hardware repairs and ensure clean, professional work space
- Collaborate with team members across the country to solve any problems
- Took on leadership role by training and mentoring new hires

Personal Projects – Plain City, OH

Level Designer/Scripter

October 2014–Current

- Design, implementation, and documentation on various unannounced projects.

Carbine Studios – Aliso Viejo, CA

Content Designer, WildStar

June 2013–October 2014

- Collaborated with artists, programmers, and combat designers to create memorable co-op and open world experiences
- Extensively tested content and collaborated with QA to ensure polish
- Placed and spawned NPCs across all zones and tracts
- Helped conceptualized quest content for upcoming expansion zones
- Wrote dialog for numerous NPCs
- Collaborated with Audio Team to create numerous sounds for NPC spells, quest abilities and ambient VFX
- Helped create and maintain extensive documentation

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
- Collaborated with QA department to ensure quality of content
- 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 Level 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 for FPS Military simulator
- Implemented LUA scripting in 6 of 12 levels
- Collaborated in multi-disciplined team to ensure polished and detailed levels are produced in a timely manner
- Extensively tested all content to fix bugs

Education

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

Game Engines - Unreal 3/UDK/4, Elder Scrolls/Fallout 3, Hero Engine, Source Editor, Unity

Applications – Adobe Photoshop, Autodesk 3DS Max, Google SketchUp, Wwise, Alienbrain, Perforce, Tortoise SVN

Scripting Languages – C#, LUA, Kismet (Unreal Engine), Entity Scripting (Source)