

Travis Hoffstetter

Level Designer

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PROFESSIONAL GAME EXPERIENCE

University of Texas Institute for Advanced Technology - JOINT WAR TRAINING EXTENSION July - December 2006
Level Designer

- Converted Army PowerPoint slides and flash learning materials into a 3D interactive learning environment using the Torque Game Engine at Fort Sam Houston, San Antonio, Texas
- Created four levels taking place in a fictional future environment
- Modeled, unwrapped and textured 10 models in 3D Studio Max 8
- Worked with retired Army Sergeants to verify the accuracy of levels and models
- Scripted 15 custom triggers, 8 sounds and 20 graphical user interfaces
- Photographed and observed live Army training exercises at Camp Bullis as a reference for simulation content
- The last three months of the project were completed long distance while attending school

SKILLS

- **Level Design Skills** - Design and Create Level Layouts, Lighting, Script Events, AI Pathing, Low Polygon Modeling of World Objects, Place and Tune Game Elements, Optimization, BSP-Block Out and Detail Geometry, Level and Game Flow Planning, Terrain
- **Level Editors** - Hammer (*Half-Life 2*), Torque, UnrealEd (*Unreal Tournament 2004*), Radiant (*Quake 3*, *Quake 4*), *Red Alert 2*, *Warcraft III*, Scrolling Game Development Kit
- **Modeling & Texturing Tools** - 3D Studio Max 8, Adobe Photoshop CS2, Corel Draw 12.0
- **Documentation** - Microsoft Office Suite 2003 (Word, Excel, PowerPoint, Project, Publisher)
- **Programming** - NetBeans, Pico, Emacs, Context, Visual Studio 6.0, Unreal Script, Radiant Script, Torque Script, Menu-based Hammer Scripting, Lua 5.1, C, C++, Java, Python, Assembly, VHDL, OpenGL
- **Operating Systems** - Windows, UNIX, Linux and Macintosh

GUILDHALL GAME EXPERIENCE

The Fiona Project September 2006 - March 2007

Level Designer

- Created in a 16-person team using *Half Life 2*
- Created a Dining Room and Lab for a Russian Mansion
- Modeled, unwrapped and textured 14 models in 3D Studio Max 8
- Made four tileable and four untileable textures in Adobe Photoshop CS2
- Made top down maps of all rooms in the game for the level design document

Operation Crimson Dragon

September 2006 - March 2007

Level Designer

- Created a single player level for *Half Life 2* in Hammer
- Scripted bomb piece collection, bomb plant and lab destruction sequence
- Scripted Antlion, Combine and Manhack encounters
- Wrote level design document

GORDON'S RUN

September 2006 - March 2007

Level Designer

- Created an Asymmetrical Capture the Flag level in Hammer to test and prove my Master's project in lieu of a thesis
- Made a Capture the Flag map using *Half Life 2* Capture the Flag Beta tools
- Play tested the map extensively with eight human players to test the asymmetrical balance of the map

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Exit Only March - June 2006

Level Designer

- Created a single player level for *Quake 4* in Radiant
- Scripted 16 monster encounters, game objectives, 4 movers and repair bots extinguishing a fire using custom emitters
- Created wall, floor, ceiling and column architecture style designed to blend with, but not copy, the Coolant Level architecture

Element

December 2005 - March 2006

Level Designer

- Created two of three level concepts from the game designer's theme in this *Unreal Tournament 2004* 12-person team project
- Implemented a clock tower level and wrote the level design document
- Scripted game encounters
- Modeled and unwrapped 20 models in 3D Studio Max 7

Silent Scream

July - September 2005

Level Designer

- Created and developed a side-scrolling game with an artist and another level designer in the Scrolling Game Development Kit
- Created game concept and gameplay
- Created and implemented an evil scientist's compound level
- Created four game textures using adobe Photoshop

EDUCATION

Southern Methodist University: The Guildhall

March 2007

Masters of Interactive Technology, Level Design Specialization, GPA: 3.445

Saint Louis University

May 2005

Bachelor of Science in Computer Science, GPA: 3.0

Beijing School of Business and Economics: The Beijing Center

August 2003 - June 2004

Chinese Language Study, GPA: 3.3

PROGRAMMING PROJECTS

Stratego

January - May 2005

- Saint Louis University Senior Design Project - computer recreation of the classic board game Stratego
- Created using the java programming language and NetBeans in a team with two other computer science majors
- Created the game board, game pieces and user interface for the game

Clarence of Arabia

March - June 2006

- Modified an existing 2D Lua game to a different game where a player collects gold in the Sahara desert
- Created using the Lua programming language and Context Editor
- Created 4 unique game tiles in Adobe Photoshop CS2

WORK EXPERIENCE

Saint Louis University

Tech Intern

August - June 2003

- Responsible for the running and maintenance of three Saint Louis University computer labs
- Solved software and printing problems student workers watching each lab could not solve
- Designed, executed and taught a week long Dreamweaver website course to seventh graders enrolled in SLU summer camp