

Travis Hoffstetter

Game Designer

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Professional Experience

August 2008 – Present – **Transformers: War for Cybertron** – Level Lead & Level Designer
Game Designer, High Moon Studios

- Design lead on two single player levels and one multiplayer level using the Unreal Engine
- Manage the development of single player levels on a team consisting of an environment artist, senior environment artist, senior technical designer, cinematic artist, audio designer, prop animator, character animator, concept artist and producer
- Develop the level plan, level block out, setup major events and firefights via kismet and matinee

April 2008 – August 2008 – **Unannounced Cancelled Project** – Hand to Hand Combat Mechanics Designer
Associate Game Designer, High Moon Studios

- Created six hand to hand combat mechanics on a team of programmers, animators, a sound designer, a cinematic artist and producer in the Unreal Engine
- Assisted in directing a mo-cap shoot to ensure correct animations for the mechanics were captured
- Managed and maintained the vision and quality of the mechanics

April 2007 – April 2008 – **The Bourne Conspiracy** – Level Designer & Hand to Hand Combat Mechanics Designer
Associate Game Designer, High Moon Studios

- Maintained the integrity of the hand to hand combat system during Beta on a team with animators, programmers, a cinematic artist and producer in the Unreal Engine
- Constructed a 5 minute Boss Fight Level, The Apartment, on a team with an animator and level artist
- AI combat scripting, vignette scripting, pickup placement, and general campaign level fixes
- Demoed and represented the game for press and Vivendi at events in Southern California and Europe

July 2006 – Dec. 2006 – **Joint War Training Extension** – Level Designer
Game Design Intern, University of Texas Institute for Advanced Technology

- 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, scripted custom triggers, created graphical user interfaces, modeled, unwrapped and textured 10 models in 3D Studio Max 8
- Worked with retired Army Sergeants to verify the accuracy of levels and observed live Army training exercises at Camp Bullis as a reference for simulation content

Skills

- **Level Editors** – UnrealEd (*Unreal 3 & Unreal Tournament 2004*), Radiant (*Quake 3, Quake 4*), Hammer (*Half-Life 2*), Torque, *Red Alert 2, Warcraft III*, Scrolling Game Development Kit
- **Level Design Skills** – Design and Create Level Layouts, 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, Lighting
- **Modeling & Texturing Tools** – 3D Studio Max 8, Adobe Photoshop CS2, Corel Draw 12.0
- **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, OpenGL
- **Documentation** – Microsoft Office Suite 2003 (Word, Excel, PowerPoint, Project, Publisher)

Education

Southern Methodist University – The Guildhall, March 2007

- Masters of Interactive Technology, Level Design Specialization

Saint Louis University, May 2005

- Bachelor of Science in Computer Science

Beijing School of Business and Economics – The Beijing Center

- Chinese Language Study, August 2003 – June 2004