

Austin T. House

Level Designer

Phone: 972.795.2120

Email: house.austin08@gmail.com

Portfolio: www.austinhouse.com

Skype: AustinT.House

KEY SKILLS

DESIGN

- World Building
- Level Design
- Game Design
- Rapid Prototyping

ENGINES

- UDK
- Hammer

TOOLS

- Material Editor
- Photoshop
- GIMP
- 3DS Max
- Maya

SCRIPTING

- Lua
- C#
- Kismet

WORK EXPERIENCE

Working as Intended Studios – SMU Guildhall Capstone Team Level Designer (13 Team Members)

- Designed, implemented, scripted, and polished half of level 1 and half of level 2.
- In charge of a boss fight with a dynamic environment.
- Co-designed areas and encounters with 3 other designers.

“Hymn of the Sands”

July 2013 to December 2013
(6 Months)
Isometric Action/Adventure

Tweak 27 Studios – SMU Guildhall Team Game 2 Level Designer (9 Team Members)

- Designed the initial layout design and co-designed the final layout.
- Polished and iterated on the level with other designers.
- Worked as a material editor artist for entire level. This includes Unreal Kismet scripting and Unreal Material Editor.

“RoboBall”

March 2013 to May 2013
(3 Months)
First Person Capture-the-Flag

Xi Gaming – SMU Guildhall Team Game 1 Level Designer (4 Team Members)

- Worked with the team to create a game from concept to release using a proprietary engine.
- Designed, implemented, and polished the first level and the boss fight.
- Co-designed and balanced the gameplay and mechanics.

“Raging Sushi: Enter the Roll”

Oct. 2012 - December 2012
(3 Months)
2.5D Action/Adventure

UTD Game Lab Team Level Designer/Environment Artist (13 Team Members)

- Worked with the team to create a vertical slice level from a concept.
- Co-designed and polished the level with another designer.
- Modeled and textured 7+ assets for use in the game.

“Edison Graham”

January 2012 to May 2012
(6 Months)
First Person Adventure

Canine Commissary: Part-Time Sales Associate

- Maintained the store, greeted customers, and worked the register.

November 2010 to June 2011
(7 Months)

INDIVIDUAL WORK

Directed Focus Study using the Portal 2 engine

- Created 3 single player levels in Portal 2 based around the new mechanic of time travel.
- Use time travel to go between the present (decayed, broken, and full of foliage) and the past (clean and fully functional).
- Solve puzzles by going back and forth through time!

“Portals Through Time”

February 2014 to April 2014
(12 Weeks)
Portal 2 Single Player

Directed Focus Study using the Gears of War engine

- Created a single player level in the Gears Universe devised around the new mechanic of an on-rails shooter.
- Through heavy Kismet modification, changed the gameplay to an on-rails shooter with a custom HUD.
- Implemented a “moving” train level.

“COG Crisis”

May 2013 to July 2013
(8 Weeks)
Gears of War Single Player

Level Design 6 using the Half Life 2: Ep. 2 engine

- Designed a Half Life 2 level around the mechanics of rising water, gravity gun combat, and platforming.
- Fully displacement cave environment.

“Gordon Rising”

August 2013 to October 2013
(8 Weeks)
Half Life 2: Ep.2 Single Player

CEVO-CSGO Mapping Competition

- Designed, implemented, polished, and released a CSGO bomb/defuse map in 3 months for a competition.
- Features custom art assets in a unique oil-rig environment.
- Received placement in top 15 out of over 50+ entries.

“Petrol”

January 2013 - April 2013
(3 months)
CSGO bomb/defuse map

EDUCATION

Professional Certificate in Digital Game Development with specialization in Level Design

Southern Methodist University: Guildhall, Plano, TX
(2012 to 2014)

Bachelors in Arts and Technology

University of Texas at Dallas, Richardson, TX
(2010 to 2012)

Phi Theta Kappa Academic Honors Society

Collin College, Plano, TX
(2008 to 2010)