

BRANDI ALOTTO

LEVEL DESIGNER

2558 E Megan St
Gilbert, AZ 85295

brandiportfolio.com/

(214) 448-3683
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SKILLS

Level Editors: Unreal 3 Editor and Unreal 2K4 Editor, Radiant (*Quake 3, Quake 4*), Hammer (*Half-Life 2, Sin Episode: Emergence*), Torque X, Aurora Neverwinter Toolset (*NWN*)

Level Design Skills: Level and game flow planning, documentation, BSP blockout, model texturing, terrain painting and deformation, lighting, optimization, scripting (input/output and code based), AI pathing, trigger systems, model creation (modeling, unwrapping, texturing, compiling)

Art Tools: 3D Studio Max 8, Photoshop 4.0 to CS2, Macromedia Fireworks 3.0 to MX 2004

Scripting/Programming Languages: C#, Lua 5.1, DoomScript, UnrealScript, HTML, PHP, MySQL, VBScript

Documentation Tools: Microsoft Office 2003: Word, Excel, PowerPoint and Project

Source Control Tools: Perforce, Tortoise SubVersion 1.4, SourceSafe

PROFESSIONAL EXPERIENCE

Cheyenne Mountain Entertainment – Stargate Worlds Phoenix, AZ October 2007- Present
World Builder II

- Designed, painted and deformed terrain for fourteen visually unique worlds using Unreal 3 Editor, including defining new texture application techniques and instructed the team on how to implement them
- Designed and implemented gameplay on three worlds, including cover mesh placement, BSP blockout, enemy placement and mission objectives
- Collaborated with artists and content designers to design layouts for two worlds
- Advised and implemented gameplay changes on three worlds designed by other world builders
- Located, documented, and fixed terrain bugs during iteration process

Guildhall/Microsoft – XNA Project Plano, TX April – September 2007
Designer

- Collaborated with a team to create a starter kit for Torque X, an interface that allows non-programmers to create 2D games compatible with the XBOX 360 XNA
- Designed three 2D games for the XBOX 360 based on previous Guildhall games
- Designed and implemented first three levels for each of the games
- Collaborated with coders to implement new components for the starter kit and ensured usability by future designers
- Wrote instruction documents and a simple game tutorial for the starter kit

Ritual Entertainment – Sin Episode: Emergence Plano, TX July – September 2006
Level Design Intern

- Created an arena map in an existing Sin Episodes: Emergence environment using the Sin SDK
- Built, textured, lit and optimized multiplayer deathmatch level
- Designed original deathmatch level in an original environment using Sin assets in Hammer SDK
- Designed and implemented arena gameplay and rebuilt three areas for better player flow
- Scripted automatic doors to allow the player to run through the level without slowing down

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GAME EXPERIENCE AT THE GUILDHALL AT SMU

The Fiona Project, Half Life 2 Team Project

September 2006 – March 2007

Level Designer / Producer

- Selected by faculty to be the producer for a team of fifteen students including three artists, six level designers and six programmers
- Constructed two and a half of the eleven rooms in the game; blocked out BSP, textured, lit, and implemented gameplay elements
- Created ten world models (modeled, unwrapped and textured) using 3DS Max and Photoshop
- Created Asset List and Development Plan for the whole team
- Collaborated daily with leads and other team members including programmers, artists and other level designers

Master's Thesis Project

September 2006 – March 2007

Level Designer

- Researched and wrote a Master's Proposal regarding how level designers use visual cues to manipulate players into making decisions to navigate through a play space
- Blocked out BSP, textured, lit, and implemented gameplay elements in thirteen rooms in Hammer SDK
- Interviewed participants; compiled and analyzed the data

Element, UT2004 Team Project

January – March 2006

Level Designer

- Collaborated on a team with four other level designers, three artists, and four programmers
- Created original design and constructed one of three levels
- Created twenty custom world objects and created and maintained the Level Design Document

OTHER WORK EXPERIENCE

Texas A&M University, College Station, TX

October 2003 – June 2005

Programmer / Analyst

- Redesigned graphics and maintained a Presidential library website
- Created photo submission and event notification systems for Library Staff using PHP and MySQL
- Converted eight university websites to Plone, a Content Management System using Python

Jackson County MO Prosecutor's Office, Kansas City, MO

April 2002 – July 2003

Strategic Plan Coordinator

- Coordinated development of strategic plan for the re-passage of the anti-drug sales tax program, which funds over eighty government and community agencies
- Designed print media for various departments in the prosecutor's office
- Planned county-wide events for students and honored members of the community

EDUCATION

The Guildhall at SMU, Plano, TX

March 2007

Master's Degree in Interactive Technology, Specialization in Level Design

GPA 3.7

Loyola University, New Orleans, LA

May 2001

Bachelor's Degree in Graphic Design

GPA 3.0