

# BRANDI BERMANN

# SR. LEVEL DESIGNER

brandiportfolio.com

brandi.bermann@gmail.com

## SKILLS

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**Level Editors:** Unreal 3 Editor and Unreal 2K4 Editor, Lego Universe Proprietary Editor, Radiant (*Quake 3, Quake 4*), Hammer (*Half-Life 2*), Torque X

**Level Design Skills:** Level and game flow planning for multiplayer and single player, documentation, BSP blockout, model texturing, terrain painting and deformation, lighting, level optimization, scripting (input/output and code based), AI pathing, trigger systems

**Software:** 3D Studio Max 8, Photoshop, Macromedia Fireworks, Microsoft Office 2007: Word, Access, Excel, Visio, PowerPoint and Project, Perforce, Tortoise SubVersion 1.4, SourceSafe, Test Track Pro

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

## PROFESSIONAL EXPERIENCE

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### The Lego Group (formerly NetDevil)

Senior Level Designer

May2009- Nov2011

**Lego Universe (shipped)**

- Designed and implemented four content zones, and assisted in all of the zones in the game, using a proprietary editor
- Managed content production for one full content zone
- Created missions, gameplay objects, items, and loot matrix using Microsoft Access as an interface to the database
- Scripted two boss encounters, a mini-game, numerous player interactions, and scripted events using LUA
- Coordinated and designed new features for the proprietary editing tool
- Trained two junior level designers, and helped manage their workload
- Created Best Practices documentation for all level designers
- Worked with programmers to develop new gameplay features and functionality to LUA game messages
- Managed the design and implementation of the player pet system
- Moderated six and documented over fifty focused tests with children

### Cheyenne Mountain Entertainment

World Builder II

October 2007- February 2009

**Stargate Worlds**

- 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

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## **Guildhall/Microsoft** Designer

April – September 2007  
**XNA Project**

- 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
- 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**

July – September 2006

### Level Design Intern

**Sin Episodes: Emergence**

- Created an arena map in an existing Sin Episodes: Emergence environment using the Sin SDK
- Built, textured, lit and optimized multiplayer deathmatch level
- Designed and implemented arena gameplay and rebuilt three areas for better player flow

## **GAME EXPERIENCE AT THE GUILDHALL AT SMU**

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### **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 choice scenarios in thirteen rooms in Hammer SDK
- Interviewed participants and observed their choices; compiled and analyzed the data

## **OTHER WORK EXPERIENCE**

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### **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 sales tax program, which funds over eighty government and community agencies

## **EDUCATION**

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### **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