

Chetan Bedi

beditheory@gmail.com

Game Developer

Cell: 352-848-5266

Game Development Experience

Closed Sum Games

Programmer / Designer Unannounced Game (PC) Oct 2017 - Present

- Created systems for handling weapons, inventory, crafting, and item history
- Created systems for handling asset streaming in bulk and staged on boarding for players/A.I.
- Created an interface for a private local Blockchain (currently Ethereum)
- Created pipeline that simulated many gameplay behaviors and animation in editor (non-pie environment)

Roqvan Studios (Formally Reload Studios)

Programmer Stunt Corgi Jun 2017 - Sept 2017

- Created / reworked a framework for physics props
- Created / reworked a framework for physics player character
- Created a framework from saving and loading player profile / data
- Set up a first pass on a framework for UI
- Help iterate and fix bugs with designers

Lead Designer World War Toons (Beta) Aug 2014 - Jun 2017

- Lead a team of 5 designers (1 level designer and 4 technical designers)
- Worked with programmers and artists on gameplay features, tools, bugs, and design vision.
- Programmed a first pass on most major game systems (weapons, characters, animations, and abilities)
- Created a pipeline for iterating on gameplay elements via static data
- Created various cheat commands and tools for testing gameplay features in a networked environment

Closed Sum Games

Programmer Unity Filmmaker (Alpha - Not released) Jan 2014 - Aug 2014

- Cinematic tool
- Created a tool to move, scale, play audio, and animate any game object via a timeline
- Supported export/import of cinematic files from .xml and .json

Programmer / Designer Unannounced Game (PC - Not released) July 2013 - Dec 2013

- Programmed and designed all content
- Created scalable UI system across multiple platforms
- Created scalable Input system across multiple platforms

Programmer / Designer *Me Eat You* (iOS) Nov 2012 - July 2013

- Programmed and designed all content
- Iterated gameplay and refined controls through vigorous play-testing
- Optimized and streamlined game content for mobile devices
- Created iconic VO for primary gameplay actions and complimentary sfx for secondary gameplay actions
- Created temp 3D, 2D, animation, and vfx art assets
- Created custom particle editor to extend Unity's base particle editor functionality

Infinity Ward

Designer *Call of Duty: Ghosts* (360, PS3, PC) Nov 2011 - Aug 2012

- Scripted combat, vehicles, and cinematic scene in an unannounced level
- Prototyped a MOBA style game
- Created new A.I. death interactions and group riot shield behaviors
- Created and designed stealth A.I. behaviors in tall grass and A.I. dynamically moving grass
- Prototyped helicopter A.I. to traverse a simple nav mesh and engage other flying A.I.

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Infinity Ward

Designer

Call of Duty: Modern Warfare 3 (360, PS3, PC)

Aug 2010 - Nov 2011

- Scripted all AC-130 gameplay events and wrote dialogue for Iron Lady
- Scripted several combat sections and cinematic endings for Blood Brothers
- Prototyped AC-130 and Helicopter Spec-Ops missions
- Created drivable Coop 3rd person helicopters
- Scripted destructible objects for singleplayer and multiplayer levels

Critical Mass Interactive

Tron: Evolution (360, PS3, PC)

Mar 2010 - Aug 2010

Senior Level Designer

- Design the layout for four vehicle multiplayer levels
- Directed a level builder and environment in the creation of level assets and geometry
- Worked with environment artists and level builders on optimization and various pipeline issues

Ignition Entertainment

Reich Downfall (Canceled Project)

Nov 2008 - Jan 2010

Level Scripter

- Prototyped various events to test: level events, technical limitations, and new mechanics
- Worked with game designers and level designers on level events, layout, and flow
- Managed a level scripter with implementing gameplay events for levels
- Worked with other scripters to create various standards / best practices
- Created and setup many placeholder materials, animations, vfx, and models during the level creation process

EA Tiburon

Apt Team (Flash User Interface)

May 2004 - Aug 2004

Tools Software Engineer, Internship

- Created a Windows Form application in C# to display a graph of memory used with Apt
- Created several Flash applets using Action Script for debugging and testing
- Added functionality for rendering different text in Apt

Technical Skills

Level Editors: Unreal 4, Unity 2018, Unity 4, UDK, Unreal 3, Unreal 2, Hammer (Source Engine), Radiant, Sandbox 2 (Crysis) Elder Scrolls Construction Set

Level Design: Documentation, Flow, A.I. Placement, Model / Mesh Placement, Lighting, Optimization, BSP Manipulation and Generation, Low Poly Modeling, Unwrapping, Texturing, Terrain Editing, Storytelling

Programming: C / C++, C#, Java, Lua 5.1, Kismet, Unreal Script, Doom Script, Call of Duty Script

Art Creation: 3ds Max 2013, Maya 2018 Adobe Photoshop CS5, Google SketchUp Pro 7.0

Software: Microsoft Visual Studio 2017, Microsoft XNA Game Studio 2.0, SVN, Perforce, Git

Education

The Guildhall at Southern Methodist University

Plano, Texas

July 2008

Masters Certificate in Digital Game Development

Specialization: Level Design

University of Florida

Gainesville, Florida

May 2004

Bachelors of Science in Computer Science

Bachelors of Science in Mathematics