

# DAVID PAUL KNOX

## TECHNOLOGY

### GAME EDITORS

- Unity 3D
- Unreal Technology
- Source Hammer Editor
- GECK

### PROGRAMMING LANGUAGES

- C#
- C++
- Javascript
- Unreal Kismet
- Action Script 2 & 3

### ART TOOLS

- Adobe Photoshop CS4
- Adobe Flash CS4
- Autodesk 3D Studio Max 2010
- Autodesk Mudbox 2010

### RELATED ABILITIES

- Subversion Tools
- AutoCAD
- Drawing and Illustration
- Google SketchUp

## PROFESSIONAL GAME EXPERIENCE

### POWER SLEDS

**Company:** Independent Development (November 2011 – November 2012)

**Position:** Developer/Designer

**System:** Unity 3D (Action/Casual game for iOS and Android)

#### Duties and Responsibilities:

- Used C# to create all scripts found within the game
- Developed all art assets seen within the game
- Designed all gameplay experienced by the player
- Ported game content from Unity3D to iOS and Android devices

### OSIRIS LEGENDS

**Company:** Barking Lizards Technology (May 2011 – December 2011)

**Position:** Technical Designer

**System:** Action RPG for iOS (Proprietary engine using C++ and LUA scripts)

#### Duties and Responsibilities:

- Create custom AI sequences for enemy and boss battles
- Used C++ to enhance storytelling of existing quests
- Created and managed a bug-tracking spreadsheet
- Implemented quest designs and prototyped gameplay with LUA
- Created custom LUA functions within the games source code
- Performed all duties of Scrum Master, maintaining milestone schedule

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**NON- PROFESSIONAL  
GAME EXPERIENCE  
(MODS)**

**MONSTER MAFIA**

**Company:** The Guildhall at SMU – (June-December 2010)

**Position:** Associate Producer – Art/Digital Effects Artist

**System:** Team Capstone Project in UDK on PC

**Duties and Responsibilities:**

- Created and updated Art Style Guide
- Managed and delegated art tasks to other team artists
- Created 40+ particle effects using Unreal Cascade Editor
- Assessed and critiqued level designs to improve gameplay and flow
- Rigged all in-game characters

**WHISPERING TOWER**

**Company:** The Guildhall at SMU – (March-May 2010)

**Position:** Level Designer/Digital Effects Designer

**System:** Team Project in UDK on PC

**Duties and Responsibilities:**

- Cooperated with leaders and executed tasks by the deadlines
- Created all particle effects using Unreal Cascade Editor
- Modeled geometry assets to aid level designers in building the levels

**F.L.E.A.**

**Company:** The Guildhall at SMU – (October-December 2010)

**Position:** Level Designer

**System:** Team Project in Torque X on PC

**Duties and Responsibilities:**

- Coded and integrated the main character's jumping ability using C#
- Designed two of the four levels within the Torque X Editor
- Created smoke particle effects for the main character
- Modeled 3D background sprites for all game levels

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**EDUCATION**

**THE GUILDHALL AT SMU (SOUTHERN METHODIST UNIVERSITY, PLANO, TEXAS)**

Masters of Interactive Technology in Digital Game Development

- Specialization in Level Design
- Master's Thesis: What is the ideal enemy encounter composition?

**KENT STATE UNIVERSITY (KENT, OHIO)**

Bachelors of Science specialized in Computer Design and Animation

Associates of Science in Computer Design and Animation