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David Paul Knox

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| 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 * Preformed all duties of Scrum Master, maintaining milestone schedule |
| 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 |
| 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 |