iD Tech Camps®

Official Transcript

Justin O'Boyle
3D Level Design - Portal 2 & Team Fortress 2
7/18/2014

Demonstrated Proficiency

- ✓ Balancing maps
- ✓ Designing levels
- ✓ Planning
- ✓ Thinking critically
- ✓ Understanding file structure
- ✓ Implementing game logic
- ✓ Understanding prop types
- ✓ Using triggered events
- ✓ Creating proper level progression
- ✓ Navigating 3D space
- ✓ Providing positive feedback
- ✓ Troubleshooting
- ✓ Using visual scripting
- ✓ Placing props
- ✓ Using advanced lighting techniques

Pete Ingram-Cauchi
CEO

Alexa Ingram-Cauchi
President & Co-Founder

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Justin O'Boyle

has officially completed

3D Level Design - Portal 2 & Team Fortress 2

held at

Seton Hall University

7/18/2014

A Personal Note from your Instructor: Andrea "Boba"

Justin, you were brilliant in camp this week! You intuitively picked up and fully understood the nuances of each program, and you utilized every tool you were given to its capacity. Your critical thinking and troubleshooting skills also shone through whenever you ran into errors. Because of this, your maps turned out polished, dynamic, and advanced. The atmosphere you created in your TF2 map was gorgeous, and the gameplay you created in both games was equally impressive. On top of that, you were always ready to help out and enlighten your peers, which was much appreciated by all.

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