

# HARRY LUCK - DESIGNER

## GOAL

To be part of a team that wants to work towards bettering themselves every day, always trying to innovate and expand on their current expertise. To work on amazing and fresh game ideas that always put fun first, and, to be able to share my experience with those around me and help in guiding development wherever possible to improve pipelines and development tools to ensure that we can still have fun making the best games possible.

## EXPERIENCE

### ZIPPER INTERACTIVE

October 2007 to Present

#### Senior Designer: 'a secret project'

- Blocking out level designs quickly for prototyping (specifically with regards to our multiplayer element)
- Designing, building and scripting single player based missions in proprietary tools
- Creating comprehensive documentation for level elements
- Created documentation and presentations to help drive a change in mentality towards designer tools and a clearer more flexible toolset
- Helped cement our working pipeline and co-ordination between design and art

#### Senior Designer: M.A.G (a move to assist the project)

- Created all Faction Exercise map layouts and took through art phases (64 player)
- Redesigned and rebuilt all Sabotage mission maps (64 player)
- Designed one 64 player section for Absheron Refinery (256 player)

### LUXOFLUX

November 2007 to July 2008

#### Designer and Gameplay Mechanic: Kung-fu Panda (360):

- Systems design for level specific gameplay elements
- Innovating and experimenting with existing toolset to create unique and new events
- Creating test levels for prototype testing
- Building full levels using 3D Studio MAX
- Creating level documentation (incl. 3D assets, sounds, cinematics, v.o, ambience etc)

### UBISOFT (MONTREAL)

October 2004 to August 2006

#### Game Designer: Naruto:

- Large contributor as part of the original concept team for what Naruto should be
- Designs and documentation for Technique, Fighting, Targeting and Camera systems
- Creating test levels for prototype testing
- Prototype development tracking



**Senior Level Designer and Technical Advisor: King Kong:**

- Designing and building levels using in-house editor (JADE)
- Creating the first set of prototype levels and character adjustments for King Kong
- Level scripting, incl. AI, event triggers and cinematics
- Creating tutorial documentation for other designers (specifically for camera systems and build pipeline)

**CONFOUNDING FACTOR**

April 2001 to March 2004

**Technical Artist and Designer: Galleon:**

- Designing and building game worlds and objects using in-house editor
- Texture and material generation, as well as object and world mapping
- Full scripting (written conditional style language)
- Designed, built and scripted all tutorials
- Music implementation

**FREELANCE**

June 1998 to March 2001

**Freelance Graphic Designer:**

- Designing and creating artwork for various clients in various media forms
- Using Quark Express / Adobe InDesign, Illustrator and Photoshop to do leaflets, letterheads and posters

**BANKRUPT STUDIOS**

November 1997 to May 1998

**World Designer: Hunter II:**

- Designing and building landscapes, level objects and flora using in-house editor
- Texture generation, landscape painting and mapping
- Particle systems

**SCI**

October 1995 to July 1997

**Level Designer and Artist: XS, Fatal Domain:**

- Designing and building levels and objects using 3D Studio release 4
- Assisted in creation of AI behaviours
- Play balancing

**QA Technician: Kingdom of Magic, Gender Wars:**

- Bug testing and tracking
- Level assessment



## MYTHOS GAMES

December 1994 to September 1995

**World Builder: XCOM: Apocalypse:**

- Responsible for the original design of the city map

## SKILLS

- 3D Studio MAX 1 to 2010
- Photoshop 4 to CS4
- Unreal Editor 2.5/3.0
- G.E.C.K (Oblivion/Fallout3 editor and world builder)
- Ability to learn 1<sup>st</sup> and 3<sup>rd</sup> party development tools very fast and efficiently
- Ability to write comprehensive documentation for all areas of development including tutorials for game systems as well as tool systems
- Ability to work within a team cohesively and develop an idea from concept to prototype to production
- Playing games; this is a large part of my life and my job

## GAME REFERENCE

M.A.G:

<http://www.1up.com/do/gameOverview?cld=3168557>

Kung-fu Panda:

<http://www.gamerankings.com/xbox360/945168-kung-fu-panda/index.html>

Naruto:

<http://www.gamerankings.com/xbox360/932520-naruto-rise-of-a-ninja/index.html>

King Kong:

<http://www.gamerankings.com/htmlpages2/920342.asp?q=king%20kong>

Galleon:

<http://www.gamerankings.com/htmlpages2/374075.asp?q=galleon>

<http://www.offworld.com/2009/08/one-more-go-how-galleon-may-ta.html>

XS:

<http://www.gamerankings.com/htmlpages2/199377.asp?q=xs>

X-COM:

<http://www.gamerankings.com/htmlpages2/36014.asp?q=xcom>



## CONTACT DETAILS

---

Harry Luck  
15845 NE 83<sup>rd</sup> Way  
Redmond  
WA  
98052  
425-802-8291

If references are required, don't hesitate to contact me at: [my mail](#)  
And please take a wander around my website: [a spot of luck](#)

