

# Eric Bakutis

# Game Developer

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## Education

### **Masters in Interactive Technology, Digital Game Design Specialization in Level Design - Scripting Focus**

**July 2008**

The Guildhall at Southern Methodist University, Plano, TX

Masters Thesis: *Balancing Cut Scenes and Gameplay*

### **B.A. in English Composition w/ Technical Writing Certification**

**August 2000**

University of North Texas, Denton, TX

**Portfolio:** [www.tebakutis.com/portfolio/](http://www.tebakutis.com/portfolio/)

## Game Development Experience

### **Senior Content Developer - Zenimax Online Studios**

March '13-Present

- Reverse engineered scripted content implemented by other developers to diagnose and fix bugs as they appeared on our Live service.
- Fixed existing scripting problems and re-scripted old or unreliable quests, events, and combat encounters as necessary to maximize dependability on "Live" server.
- Acted as a liaison between our programming team and content team to diagnose programming bugs and escalated bugs to programming as necessary.
- Acted as "tools expert" by providing consultation to other developers when they needed assistance scripting new content or fixing existing content.

### **Lead Content Developer - Zenimax Online Studios**

March '11-March '13

#### *Content Development*

- Led a cross-discipline team to prototype, design, implement, and test our first expansion content, the multiplayer only "adventure zone" Craglorn.
- Led a cross-discipline team to prototype, design, implement, and test our "starter zone" experience for the Daggerfall Covenant and Ebonheart Pact.
- Led a cross-discipline team to complete multiple "zones" for Elder Scrolls Online including Stormhaven, Alik'r, Stonefalls, The Rift, Greenshade, Bleakrock, Bal Foyen, Stros M'Kai, and Betnikh (over 120 hours of content)
- Scripted "main quest" and central story content in zones in addition to reviewing my team's content and helping my designers script their content.
- Developed tutorial documents and taught training classes for our content developers to familiarize them with scripting tools as they became available.
- Acted as "tools expert" by providing consultation to other developers when they needed assistance scripting new content or fixing existing content.

### **Content Developer - Zenimax Online Studios**

August '08-March '11

- Prototyped, designed, and scripted large amounts of quest and exploration content for multiple versions of Elder Scrolls online.
- Acted as a tools expert and scripting resource for other developers.
- Worked closely with our programming team to develop an internal editing suite that supported the needs of content development.

## **Guildhall Experience**

### **Level Designer - The Ghastlybriar Incident (*Half-Life 2*)** March '08-July '08

- Built "vertical slice" level and scripted all puzzles, encounters, and cut scenes.
- Developed a new scripting system for "cut scenes" and scripted all cinematics.
- Designed and scripted our boss fight with the massive Brown Spotted Umbugger, including unique trigger areas (hazards), environmental elements (jump pads), boss tentacles (actively moving hazard areas) and birth/death animations.

### **Programmer/Lead Designer - Insurrection (UE 2004)** May '07-August '07

- Coded fifteen new weapons, six unique classes, new UI elements for each class, and an entirely new game mode, "Insurrection", using Unreal Script.
- Worked closely with producer and game designer to design game mechanics for a class-based team shooter "total conversion" for Unreal Tournament 2004.
- Reviewed and approved level design documents for levels in our total conversion.

### **Lead Programmer - Mjolnir: Hammer of Tempered Elements** Jan '07-March '07

- Programmed all game systems in TorqueScript, including:
  - Player movement (jumping, crouching, navigation)
  - Game Physics (gravity, entity collision)
  - Combat (damage tracking, melee/ranged attacks, elemental combat system)
  - Monster AI (monster pathfinding, player pursuit, combat behaviors)
  - Items (health and armor power ups)
  - Environmental Objects (magic elemental braziers, doors, collapsing platforms)
  - Scripted Events (freezing a waterfall with an ice hammer, frantically jumping up a tower to escape a rising pool of blood)
  - UI (Start screen, Options screen, Player Health Bar, Boss Bar, Ability Trackers)
  - Level Progression (player checkpoints, level loads)

### **Designer and Programmer - Solo Projects** Jan '07-July '08

- Programmed *Zork* style text adventure in C++
- Designed, Built, and Programmed the Lua game *Choplifter: Zombie Apocalypse*.
- Designed, Built, and Scripted *Doom 3* Level "Escape from Mars City"
- Designed, Built, and Scripted *Oblivion* Level "The Soul Eater"
- Designed, Built, and Scripted *Half-Life 2* Thesis Project "Compromised"

## **Game Design Skills:**

- Game Design and Production (systems design, game balance, scoping)
- Content Design (paper design, implementation, texturing/lighting, optimization)
- Scripting (C++, LUA, Kismet, Source, Unreal Script, Radiant Script, Torque Script)
- Technical Writing (game documentation, tutorial writing, lesson planning)
- Creative Writing (story design, NPC and player dialogue, lore books)

## **Software Skills:**

- Unreal Engine (UE4/UE3/UE2004)
- Radiant (Doom 3/ Quake 4)
- Hammer (Half-Life 2)
- TES Construction Set (Elder Scrolls)
- NWN Toolset (Neverwinter Nights)
- Torque Game Builder
- Microsoft Office Suite (Word, Excel)

## **Programming Languages:**

- C++
- Lua
- Radiant Script (Doom 3/Quake 4)
- Unreal Script (UE 2004)
- Torque Script (Torque Game Builder)
- Oblivion Script (TES Construction Kit)
- Visual Basic (Microsoft Office)