
Ryan Galbraith

E-mail: Ryan.B.Galbraith@Gmail.com

Portfolio: www.RyanGalbraith.info

Linkedin: www.linkedin.com/in/RyanGalbraithDesigner

QUALIFICATIONS

Level Designer with two years experience that is passionate about telling stories where the player interacts with the tale as it unfolds instead of simply witnessing it. Unique ability to combine elements and resources to create simultaneously gameplay and storytelling. Strong capability to analyze and initiate solutions that meet the highest quality standards. Works well in a team environment and continues to add to his overall skill level.

SKILLS

Design Skills

- BSP Construction
- Modeling, Texturing and, Unwrapping
- Optimization
- Lighting
- Documentation

Gaming Editors

- UnrealED for *Unreal Tournament 3*
- Source Engine for *Half-life 2*
- Radiant Engine for *Quake 4 and Wolfenstein*
- UnrealED for *Unreal Tournament 2004*
- *Aurora Neverwinter Nights* Toolset
- Scrolling Game Development Kit

Development Tools

- 3D Studio Max 8
- Adobe Photoshop CS2
- MS Office 2003 Suite, MS Project

Programming and Scripting Languages

- C++, Lua 5.1, Java, Visual Basic
- Kismet
- Unreal Scripting
- Quake 4 (Radiant) Scripting
- Brain Script

Operating Systems

- WindowsXP and Linux. Some Macintosh X
- Familiar with applications for each O.S.

Relevant Course Work

- GUI/UI Design
- Computer Graphics
- Artificial Intelligence

Strengths

- Problem-solving skills
- Research Abilities
- Teamwork experience and skills

WORK EXPERIENCE

Wolfenstein – Raven Software

January 2008 – August 2009

Level Designer

- Scripter on a strike team of 4 or working independently as the needs of the project changed.
 - Created and tweaked scripted events and combat in two of the major hub maps (Midtown East and West)
 - Acted as a main scripter on important levels: Caverns, Hospital and Castle.
 - Responsible for numerous other scripting and design tasks for all game areas.
- Designed and implemented scripted events involving and combining combat, animation, sound, voice work, and FX
- Designed and created gameplay puzzles to use a set of game mechanics, known as veil powers.
- Functioned as a senior designer as needed during absence of lead designer and other key senior designers. Commended for work done during this time.

Singularity – Raven Software

November 2007– January 2008

Level Designer

- Served as a scripter working to complete pre-existing script and created new original scripting.
- Created new rooms and BSP to accommodate new game play in pre-existing areas.
- Successfully and quickly integrated with a team and a project during a crunch period.
- Helped devise a cut scene introduction to a new enemy type.

King of Kings – Walker Boys Studio, Inc.

January – March 2007

Level Designer (Internship)

- Researched and created documents for the Glest 2.0.0 engine for other employees to use
- Created and revised game's file structure
- Conducted historical research for in game documentation for game's civilizations, units and buildings
- Imported and tested art assets

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GUILDHALL PROJECTS

Son of Ithaca – Single player *Half-life 2* project July – September 2007
Level Designer

- Served as primary scripter on a team of 13 (1 Game Designer, 4 Level Designers, 4 Programmers and 4 Artists)
 - Carried out scripting passes on all four levels
 - Primary contact between Level Designers and Programmers
- Designed and built final level and boss battle for game using numerous scripting elements
- Created documents for project integration
- Imported 20 art assets: Static meshes, models, textures, and blended textures.
- Created and maintained project Sandbox

The Dark Goodnight – Single player *Half-life 2* Individual Project July – September 2007
Level Designer

- Created Noir/Private Investigator style story driven level
- Created Level Design Document, complete with gameplay sketches and producer pitch
- Created BSP, lighting, and scripted events.
- Created custom gameplay - scripted stealth puzzles, not normally supported in *Half-life 2*
- Created custom sounds - oversaw voice actors and recording

Falcon 5 – Single player *Quake 4* Directed Focus Study Project. September – December 2006
Level Designer

- Created story-driven level based on events from *Quake 4*
- Created Level Design Document, complete with gameplay sketches and producer pitch
- Created BSP, lighting, and scripted events.
- Created series of partial effects.
- Created custom sounds - oversaw voice actors and recording

Heroes Vs Villains: Battle for Supremacy – Multiplayer *Unreal Tournament 2004* Project July – September 2006
Lead Level Designer

- Designed Power Plant Level.
 - Created Level Design Document, complete with gameplay sketches
 - Created BSP, lighting, and some custom textures
 - Created gameplay using items, objectives and flow.
 - Implemented event-triggered particle effects.
- Created 15 static meshes for level, many created to be destroyed in course of gameplay.
 - Including unwrapping and creating custom textures.
 - Some objects where created with more than one option for textures
- Responsible for gameplay elements including objectives and items.
- Co-built programmer sandbox - Maintained/updated/changed sandbox as needed

EDUCATION

Certificate of Digital Game Development: Specialization in Level Design September 2007
The Guildhall at Southern Methodist University, Plano, TX

Bachelor of Science, Computer Science: Theory and Analysis. August 2004
Western Michigan University Kalamazoo, Michigan.

-Degree Accredited by the Computing Sciences Accreditation Board that includes a Minor in mathematics.