

Douglas Hamilton – Level designer

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Location: London, UK

Introduction

I am a Level designer with an interest in Level design and game design, as well as set dressing/level art. Fluent with a wide variety of game engines as well as 3d Studio max for environment modelling.

Key skills and attributes

- Proficient using Valve Hammer editor and Unreal Ed/UDK for world building and game play scripting.
- Excellent knowledge of Kismet and Matinee.
- 3D Studio max for creating high and low poly hard surface objects, vehicles and world props, unwrapping and material baking.
- Knowledge of Word, Excel and Wikis for documentation

Inter wave Studios

Level designer and modeller

April 2009 – Present

- Nuclear Dawn for PC.
- Level design of two multiplayer levels set in a post-apocalyptic world and prop modelling for the RTS structures
- Level design and environment design, world building and prop placement, lighting and placing VFX, performance control and optimization.
- Modelling using 3D Studio max for the RTS structures as well as vehicle modelling and smaller world props.
- Set up and wrote almost the entire wiki for Nuclear Dawn

Fix Games

Level Artist

October 2009 – January 2010

- Tactical Intervention for PC.
- Level art for two, small multiplayer levels.
- Environment art and texture creation, lighting, optimization.

Grin Barcelona

Level designer and gameplay scripter

December 2007 – January 2009

- Wanted: Weapons of fate for Xbox 360, PS3 and PC
- Level design for multiple single player levels
- Prototyping, AI scripting, World building and prop placement, performance control and optimization, placing sounds and VO.

Insurgency mod team

Level designer and prop modeller

December 2005 – December 2007

- Insurgency mod for PC
- Level design for 3 multiplayer maps and prop modelling
- Level design and world building, prop placement, optimization.
- **Modelling and texturing props and world texture creation**