

Steve Butler
Game Designer
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Summary

I am a professional game designer with a solid knowledge of level design and art principles, both 3D and traditional. I have strong communication, writing, and time management skills. My experience has given me a proven ability to follow direction effectively and work within a team environment to meet deadlines. And I have a strong passion for games and a desire to create fun and interesting player experiences.

Key Skills

- Level design and world building
- Text and visual based scripting
- Beginning C++ programming
- Terrain sculpting and texture painting
- Environment population/optimization
- High and low poly modeling
- Node based texture shaders
- Scene lighting

Software

- Game Editors: Unreal Engine 4, Unreal Engine 3 (UDK, UT3 Editor), CryENGINE, SOE/Daybreak Games ForgeLight Engine, Spiral Knights Scene Editor
- 3D Programs: Autodesk 3ds Max, Autodesk Maya, Autodesk Mudbox, Pixelogic Zbrush
- Other Programs: Adobe Photoshop, Adobe Premiere Pro, Adobe Dreamweaver, Microsoft Office (Word, PowerPoint, Excel, Publisher, Access)

Experience

Ironbelly Studios

- Unannounced Project Freelancer (Current)
-Initial paper map design, level design

Three Rings Design (Sega)

- Spiral Knights Level Designer (09/2014 to 03/2016)
- Designing AI encounters, puzzle design, story content, XML scripting, built and oversaw monthly releases of cosmetic item boxes

Sony Online Entertainment/Daybreak Games

- PlanetSide 2 Associate Designer (04/2012 to 05/2013)
- Base design (flow and balance), internal database scripting, database management, world building, environment population and optimization, polish and lighting

Education

The Art Institute of California — San Diego

Bachelor's of Science in Game Art & Design
07/2009 to 09/2012

Workshops

Level Design in a Day

- GDC 2012, 2014

Usability Boot Camp

- GDC 2012

Storytelling Fundamentals in a Day

- Evan Skolnick
- GDC 2014

Spreadsheet Skills for Game Designers

- Ira Fay
- GDC 2014