

Andre Marentette

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Objective:

To obtain employment as a designer in the gaming industry.

Employment Experience:

Part Time Instructor – Role Playing Lab (Shadowrun Campaign)

Vancouver Film School Vancouver, BC 2011

Quest Designer – Pirates of the Caribbean: Armada of the Damned (Canceled Project)

Propaganda Games Vancouver, BC 2010

Composer – Alien Space Lizards ATTACK! (i-Phone)

Drumskull Games Vancouver, BC 2010

Education:

Diploma With Honors in Game Design

Vancouver Film School (VFS) Vancouver, BC 2009

BA in English and Classical Studies

University of Western Ontario (UWO) London, ON 2006

POTC: Armada of the Damned (details):

Responsibilities

- First contact regarding gameplay, implementation, and management of the game's third act and ending sequences
- Managed and maintained the implementation of a lore system
- Created and maintained complex side quests using iconic Pirates of the Caribbean characters
- Maintained documentation for the areas listed above to ensure accuracy with current game build
- Maintained and worked in all levels of the game (bug fixing, quest improvement, and general maintenance), with a high familiarity of the project as a whole considering the scope
- Tracked all side quest loading/availability conditions throughout the game

Skills and Experience

- Quick to learn new tasks and practices
- Experience using quest and dialog tools, layer/level streaming, memory budgets, and other necessary construction/editing tools on a regular basis
- Familiarity with Perforce, asset browsers, and bug tracking software (JIRA)
- Experience using custom game tools and requesting changes for said tools to provide a better workflow
- Collaborative communication between multiple disciplines to resolve issues or propose ideas

Other Skills and Experience

- Can create detailed documentation for game designs in multiple genres and styles
- Able to design well paced, scripted encounters that include enemy AI, pathing, combat, and environment based obstacles
- Can craft compelling and engaging plots, characters, and quests in both prose and dialog
- Capable of creating detailed level layouts using modular art assets
- Talent with polishing designs using lighting, cinematics, and audio
- Quick to iterate and adjust a design to fit a desired situation or idea

Relevant Skills and Applications:

- Experience with several level editors (Unreal 3, Neverwinter Nights, Hammer, and Custom Tools)
- Experience with visual based scripting (i.e. Unreal 3 kismet) and Unreal Script
- Working knowledge of 3DStudio Max and related art programs
- Trained in Microsoft Office (Word, Excel, Powerpoint, Visio, Project)
- Skilled with Adobe Suite (Premiere, Photoshop, After Effects, Dreamweaver, Flash)
- Strong writing ability to create documentation for large and small scale projects
- Experience working in teams and providing team management for large and small scale projects

Awards

Scholarship

- VFS Scholarship Competition Vancouver, BC 2009

Project Awards

- Best Game Mod/Level Design (Mezeah) Vancouver, BC 2009
- Finalist for 'Ascendancy' (Make Something Unreal Contest) 2009

Interests:

- Fantasy literature
- RPGs on consoles (large catalogue of role playing games, and extensive knowledge of them)
- Table-top gaming (Dungeons and Dragons, Shadowrun)
- Music (more than fifteen years of music experience through piano, saxophone, and composition)

References available on request.