

Kevin Maloney
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Objective:

To create meaningful gameplay through immersive level, mission and camera design.

Skills and Experience:

Level Design

- Constructed both single and multiplayer maps in the Unreal 3 engine. Included custom cinematics, scripted encounters and detailed lighting. These maps ranged from single player platformers to multiplayer capture the flag levels (VFS)
- Completed a sample level using Narrative Design techniques for the game concept "Gothica" in interactive narrative (VFS)

Scripting

- Using Action Script 3 scripted core game functionality and enemies in the Flash based Citrus Engine for final group project "Travis Terror". (VFS)
- Using Unreal Script made a custom game type and a custom weapon. (VFS)

Mechanics

- Designed, on a team, Space Crates a asymmetrical puzzler shooter in Flash, winner of "Best flash or pixel game" (VFS)
- Received a grade of 94% on the Detailed Design Doc "Pyra" from program head Dave Warfield. (VFS)
- Designed tuned and balanced the player character, enemies and final boss for final project "Travis' Terror" (VFS)

Working in Teams

- As a Project Manager set schedules and goals for my final group project "Travis' Terror" over a twenty week period (VFS)
- As a Ramp Crew Lead, Ramp Supervisor, Customer Service Supervisor and an Operations agent worked with others on tight timelines (ATS/Wingtips)
- As a Grip worked on various film crews including "Shanghai Noon" (IATSE 212)

Software

- Familiar with the following; 3DS Max, Flash, Flex, Premier, Pro Tools, Garage Band, After Effects, WOTreal, Visual Studio, Microsoft Office, Tortoise SVN, Viso Hammer (Source SDK) (VFS)
- Proficient with the following; Unreal 3 editor, Photoshop, Google Sketchup (VFS)

Education:**Diploma in Game Design**

Vancouver Film School
2009

Vancouver, BC

BA Communications Studies, Minor Sociology

2004
University of Calgary

Calgary, AB

Employment Experience:**Ramp Agent, Lead Ramp Agent, Ramp Supervisor, Operations Agent**

Airport Terminal Services (403) 291-0965 Calgary, AB 2001-2008

Customer Service Agent, Customer Service Supervisor

Wingtips (403) 291-2590 Calgary, AB 2006-2007

Grip

IATSE Local 212 (403) 250-2199 Calgary, AB 2000

Interests:

- Video Dj'ing
- Writing
- Gaming both video and pen and paper RPG's

References

Andrew Liang – Game Design Senior Instructor VFS

Phone: (604) 685-5808 x4134

Email : alaing@vfs.com

Paul Jenson - Game Design Instructor VFS

Email : pjensen@vfs.com