778-989-5393<>GD12Simon@VFS.com

Simon Cameron

Objective

To bring passion creativity and skill to a Design position, in the exciting and evolving video game industry.

Experience

Game Designer — Propaganda Games — 2009-2010

- Worked directly with Lead Designer to write and document feature designs then presented them to stake holders
- Worked directly with programmers, artists, producers, and animators to prioritize and implement features while ensuring strong data driven controls remained for designers
- Implemented and tuned features, created content for Level Design, built enemy archetypes and AI behaviours, designed and built levels and boss encounters in the Unreal Engine 3
- Worked with production and QA to prioritize bugs and testing, while bug fixing directly all the way through beta to 1st party submission

Education

Game Design — Vancouver Film School — 2008-2009

- Designed Multiple Concepts to meet with assigned requirements, often changed mid production, then presented a pitch for each one to show how it met the requirements
- Designed and built multiple levels in UT3, each providing a different experience, one was chosen by our class to be showcased in a presentation to the other classes
- Primary Scripter on Two Game Projects, one in AS3 Flash and one in UT3
  - Languages: C++, C#, Unrealscript, Flash Actionscript 3
- Designed an original game, and wrote a Game Design Document including all systems
- Designed and Documented the Movement System for the final project in UT3
- Designed and Built an Original Collectable Card Game

Computer Science (2 Years) — Vancouver Island University — 2004-2005 2006-2007

- Primarily C++
- Emphasis on Practical Lab Component to implement classroom learning
- Code Best Practices: Commenting & Code Readability, Blackboxing/Reusable Functions, Scope

References

References available on request