

Steve Massey

www.madmassey.com

Game Designer

steve@madmassey.com

PROFESSIONAL EXPERIENCE

DOOM (Unto The Evil, Hell Followed, Bloodfall DLC) – Lead Level Designer **BattleCry Studios**

- Lead team of 2 other Level Designers to create 9 multiplayer maps in less than a year
- Created 3 multiplayer maps: Ritual, Molten, and Empyrian – work includes layout, blockout iteration, and gameplay implementation

Darksiders II – Senior Level Designer **Vigil Games**

- Primarily responsible for polishing the Angel Realm and Shadows Edge zones
- Scripted gameplay and FX, created in-game cinematics, and portals / optimization
- Had ownership over global systems like player rewards and main character VO

Halo: Reach Defiant Map Pack – Designer **Certain Affinity**

- Created multiplayer map Condemned
- Created original 2D map layouts for all non-Firefight maps on project

Call of Duty: Black Ops – Designer **Certain Affinity**

- Original concept, documentation and 3D blockout for zombie map Kino der Toten
- Various initial design docs for reward system, perk, game mode and level ideas

Call of Duty: World at War (Map Pack 2 & 3) – Designer **Certain Affinity**

- Created multiplayer maps Banzai and Revolution - work includes layout, optimization and approximately half of final art pass for each
- Trained team of designers on the pipeline, best practices and gameplay standards for Call of Duty games

Call of Duty: Modern Warfare 2 – Level Designer **Infinity Ward**

- Created multiplayer map Wasteland, a re-imagining of CoD1 map Breccourt - work includes layout revisions, optimization and final art pass

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PROFESSIONAL EXPERIENCE (CONTINUED)

Call of Duty 4: Modern Warfare – Level Designer Infinity Ward

- Created 6 multiplayer maps: Crossfire, Downpour, Broadcast, Countdown, Bog, and Showdown
- Built half of the final geo for single-player maps Safehouse / Heat, and initial TV Station geo for Charlie Don't Surf
- Bug fixes, optimization, and portaling for most multiplayer maps

SOFTWARE

- **3D** – 3DSMax, CoDRadiant, Hammer, UnrealEd, Sapien, OblivionEd, idStudio
- **2D** – Photoshop, Illustrator

SKILLS

- BSP block-out, detail geometry, and prop placement
- Level optimization
 - Portaling
 - Texture and model memory reduction
- Gameplay Scripting
 - Text-based
 - Visual-based
- Static prop creation
- Level and player flow planning
- Lighting
- Good understanding of project pipelines
- Design and project planning documentation
- Community relations / tools support
- Well organized; work well under deadlines
- Excellent written and verbal communication
- Passion for playing and making games

EDUCATION

The Guildhall at SMU – Graduate Certificate in Digital Game Development, Specialization in Level Design – December 2005

Texas A&M: Commerce – Bachelor of Science in Computer Information Systems with General Business minor – Graduated Cum Laude – May 2004