

## GAME EXPERIENCE

Muzzy Lane Software – Newburyport, MA

July 2008 – Current

**Junior Production Engineer – *Making History Gold, American Dynasties, Unannounced Title***

- Implement user interface layout and functionality.
- Test and create game content.
- Develop demo, downloadable, and CD installers.

Lifeline Studios – Plano, TX

July 2007 – September 2007

**Scripter Intern – *Unannounced Title***

- Programmed mouse-based movement for multiple characters with simple pathfinding and animation.
- Researched third-party engine to assess features and limitations.
- Tested another project for bugs and gave feedback.

SMU Guildhall (Student Projects) – Plano, TX

July 2006 – February 2008

**Game Designer – *Unseelie***

- Designed, tested, and balanced the gameplay systems.
- Communicated design to thirteen teammates in documentation and discussions.
- Evaluated and critiqued programming, art, design, and sound assets.

**Co-Lead Level Designer – *Boogey Ball***

- Organized production of levels and wrote design documentation.
- Created two levels: BSP, terrain, optimization, lighting, texturing, gameplay, flow, asset placement, playtesting, and balancing.
- Scripted two test abilities and balanced all eight final abilities.

**Game Designer, Level Designer, and Scripter – *Solara: Into the Sun***

- Designed the gameplay systems and wrote design documentation.
- Created three levels: layout, enemy behavior, functionality, and sounds.
- Implemented VB scripting and toolset functions.

## MUSIC EXPERIENCE

Primary Instruments: Baritone/Euphonium (Marching and Concert Band)

Other Instruments: Trumpet, Sax, Tenor Sax, Vocal Chords, Plastic Guitar

Currently Learning: Keyboard/Controller, Music Game Drums, Upgraded Vocal Chords, Virtual Instruments, Ableton Live Lite, Propellerhead Reason

## TEACHING EXPERIENCE

University of Arizona DMPS – Tucson, AZ

May 2004 – July 2005

**New Start Resident Assistant**

- Designed and facilitated educational hall programs for as many as 75 students.
- Created weekly active and passive programs to prepare 22 incoming freshmen for collegiate life.
- Served as Chairman over eight people for the BLAST Committee, organizing a talent show for 200 students.

**M.E.R.I.T.S. Peer Adviser**

- Designed and facilitated weekly workshops for 18 freshmen (including topics such as study skills, professionalism, presentation skills, stress management, and more).
- Counseled each student one-on-one with academic, personal, and career issues.
- Documented over 800 personal contacts with students.

**New Start Peer Adviser**

- Designed and facilitated daily workshops for 19 incoming freshmen (including topics such as time management, communication skills, choosing a major, and more).
- Counseled each student one-on-one with academic, personal, and career issues.
- Received the Peer Adviser Appreciation Award.

# ANDREW DOBBS

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## SKILLS

**Level Design:** BSP Blockout and Detail Geometry, Terrain, Optimization, Lighting, Texture Placement, Gameplay and Flow Planning, Sounds, Effects, Asset Placement, Enemy Placement, AI Scripting, Scripted Events, Playtesting, Balancing

**Scripting:** C/C++, Lua, XML, Unreal Script, NSIS Script, Torque Script, Oblivion Script, Quake Script

**Additional:** Project Planning and Scheduling, Technical Writing and Editing, Creative Writing and Editing, Public Speaking, Paraprofessional Counseling, Instructing

## SOFTWARE

**Level Editing and Art:** UnrealEd (*UT 2004*), Radiant (*Quake 4*), Hammer (*Half-Life 2*), The Elder Scrolls Construction Set (*Oblivion*), Torque Game Builder, Scrolling Game Development Kit, 3DS Max, Photoshop

**Production and Code:** Visual Studio, Subversion, FogBugz, Basecamp, Komodo, Word, Excel, Project

## EDUCATION

The Guildhall at Southern Methodist University – Plano, TX Graduated March 2008  
**Graduate Certificate in Digital Game Development**

- GPA: 3.63
- Specialization: Level Design/Scripting

The University of Arizona – Tucson, AZ Graduated May 2005  
**Bachelor of Arts in Creative Writing**

- GPA: 3.63
- Minor: English

The University of Advancing Technology – Tempe, AZ Graduated April 2003  
**Associate of Science in Technology Commerce**

- GPA: 3.93
- Presidential Honor Scholarship

## CREATIVE WRITING AWARDS

Glimmer Train Press Very Short Fiction Award Finalist 2006, Frederica Hearst Prize 2005, Hattie Lockett Award 2004, Persona Editor's Choice Award 2004, Frederica Hearst Poet 2004