

Roy Orr

Cell: 512.413.3370

Email: royorr53@gmail.com

<http://www.linkedin.com/in/royorr>

<http://www.royorrdesign.com>

Design Skills

- Level and game flow planning
- Gameplay Prototyping and Mechanics Design
- Pacing and Iteration Expertise
- Advanced Visual Scripting knowledge
- Advanced Blueprint (UE4) Knowledge
- 3D block-out and detail geometry
- Optimization and Memory management
- Concept and design documentation
- Standards and guideline documentation
- Creating “The Fun”

Technical Skills

- **Level Editors:** Unreal 2, 3, 4, Radiant, and Hammer World Editor.
- **Environmental Modeling and Texturing Tools:** 3dsMax and Photoshop.
- **Scripting:** Knowledge of manual scripting (Radiant), menu-based (Hammer-style) scripting methods, Kismet for Unreal Engine 3, Blueprints for Unreal Engine 4
- **MS Office:** Word, Project, Excel, Outlook
- **Subversion Software:** SVN Tortoise and Perforce
- **Exceptional Communication and Team Skills:** worked with numerous teams of Artists, Level Designers and Programmers on shipped projects and console titles. Communicated every day with every discipline to get the most out of areas I was working on.

Work Experience

Skydance Interactive, Los Angeles, CA

Oct 2016 to Present

Lead Designer

Walking Dead: Saints and Sinners (PCVR – Unreal 4 Engine)

- Leading Design team on levels, NPC types, systems and ranged combat

Unannounced (PC/Consoles/Streaming – Unreal 4 Engine)

- Lead Designer on unannounced project
- Feature and Design template creation
- Setting standards and guidelines for level and system creation
- Mentoring design team of variable size from 2 – 14
- Prototyping and proof of concept at high quality

Senior Designer

Archangel (PSVR/PCVR – Unreal 4 Engine)

- Designed and built multiple levels for Archangel VR using UE4
- Prototyping, map planning, mentoring design team

Fugitive Games, Los Angeles, CA

Oct 2013 to June 2017

Creative Director and Co-Founder

Into the Stars (PC – Unreal 4 Engine)

- Initial business plan creation and fund raising
- Overseeing development for Into the Stars using Unreal Engine 4.
- Systems Design, Game Design and just about everything design related.
- Worked on a core team of 4 to build Into the Stars
- Used UE4 blueprint for vast majority of project
- Helped take the game from early concept to prototype, through a successful Kickstarter, through Early Access on Steam and then full release in under 2 years.
- Prototyping, system design, world design, gameplay mechanics and more

Spark Unlimited, Los Angeles, CA

August 2011 to August 2013

Senior Multiplayer Designer

Lost Planet 3 (PS3, X360 – Unreal 3 Engine)

- Designed and created two maps for boxed product
 - Alpha Lair and Contact
- In charge of all Multiplayer tuning for weapons and AI enemies
- Worked on tuning economy for progressions and upgrades
- Prototyped and implemented new gameplay modes utilizing AI Akrid enemies
- Designed and created DLC Maps – Inferno and Synapse
- Closed out project finalizing three boxed maps and three DLC maps under tight deadlines

Grasshopper Manufacture, Japan

January 2010 to April 2011

Level Designer

Shadows of the Damned (PS3, X360 – Unreal 3 Engine)

- Designed and re-designed multiple levels using Unreal 3 for Shadows of the Damned for the Xbox 360 and Playstation 3
- Worked with multi-cultural and lingual teammates across all disciplines
- Rapid prototyping and game mechanics design, including new enemy types, behavior, archetypes and gameplay mechanics
- Worked under extremely tight deadlines to deliver high quality content on time and on budget

Orr Family Partners, Austin, TX

October 2008 to July 2009

- Assisting and training in management of Orr Family Partners trust, Oil & Gas and real estate

Midway Studios Austin, Austin, TX

July 2008 to August 2008

Associate Game Designer II

Unannounced IP (PS3, X360 – Unreal 3 Engine)

- Used Unreal Engine 3 to help design and prototype a AAA title for the Xbox 360 and Playstation 3 that was later canceled
- Created High and low level mission designs and design documents for an open world title.

High Moon Studios, San Diego, CA

October 2006 to June 2008

Associate Game Designer

The Bourne Conspiracy (PS3, X360 – Unreal 3 Engine)

- Used Unreal Engine 3 to help design and create a AAA title for the Xbox 360 and Playstation 3
- Working and coordinating with a team of over 80 artists, programmers, and designers
- Promoted from Assistant Game Designer to Associate after 5 months
- Designed and worked on 3 complete levels, as well as tasks on multiple other levels
- Wrote and worked with a small group on our shooting best practices document and implementation

America's Army

July 2006 to September 2006

Level Designer (Contract)

America's Army (PC)

- Created multiplayer level River Village for America's Army 2.8.1 release
- Designed, built, textured and lit the entire level in 10 weeks from pre-production to finished product
- Second most played map for the first 4 months after release out of all America's Army maps

The Guildhall at SMU

January 2005 to June 2006

Level Designer (Student Projects)

ShantyTown – Half-Life 2 Adventure Mod, ***Crimson Dawn*** – Half-Life 2 level, ***Sandstorm*** – Call of Duty Single-Player Mod
Recon – Doom 3 Level, ***Mythos*** – Unreal Tournament 2004 Mod, ***City of the Dead*** – 2D Side Scroller

Education

The Guildhall at Southern Methodist University, Dallas, Texas

January 2005 to June 2006

- Graduate, concentrating in Level Design
- Studied level design, game design, environmental modeling, and scripting
- Acquired a Masters Certificate in Digital Game Development