# Tommy Westerman

http://www.twesterm.com

6600 Preston Road #1523 Dallas, TX 75024        tommy@twesterm.com        214-676-0464

## SOFTWARE

- **Level Editors:** Unreal Editor 2004 (*Unreal Tournament 2004*), Unreal Editor 2007 (*Brother's in Arms: Hell's* Highway), Radiant (*Quake 4*), Hammer (*Half-Life 2*)*, Neverwinter Nights* Toolset*, Neverwinter Nights 2* Toolset, The Elder Scrolls Toolset, Scrolling Game Development Kit
- **Art Software:** 3D Studio Max 8, Adobe Photoshop CS2, Microsoft Office 2003
- **Programming Languages:** Lua 5.1, C/C++, DirectX, OpenGL, Java, Visual Basic .Net, PHP, Lisp, Intel Assembly Set, MIPS Assembly Set, Motorola Assembly Set

## LEVEL DESIGN SKILLS

- **Level creation:** Level concept sketching, Level creation, BSP blockouts, game flow planning, lighting, optimization
- **Scripting:** *Quake 4/Doom 3* scripting, Kismet, *Half-Life 2* Source engine scripting, Unreal Script, Lua Scripting
- **Documentation:** Concept and design documentation
- **Art:** 3D low poly modeling, UVW unwrapping, Texturing

## GAME EXPERIENCE

*Brothers in Arms: Hell's Highway* (**Gearbox Software** – Level Design Internship)        July-September 2006
- Worked in a team of 14 other students, including 5 other level designers
- Determined the needs of the multiplayer environment and worked to recreate the environment to make it best for player
- Designed a map to utilize new gameplay elements
- Utilized play test feedback reports and bug tracking to identify areas that needed improvement
- Collected and cataloged feedback and used rapid iteration development methods to perfect the level as game type evolved

*Nightmare in 7B* (*Half-Life* 2 Level/Individual Level Design Project)        September-March 2007
- Conceived and designed an original *Half-Life 2* single player level
- Fully documented LDD
- Created BSP, textured, lit, optimized and populated the level
- Created 10+ scripted sequences and 4 cut scenes
- Created and textured 5+ static meshes

*The Fiona Project* (*Half-Life 2* Team Project – Level Designer)        September-March 2007
- Worked with another level designer to create cut scenes and camera work
- Created BSP and textured two rooms of a Russian castle
- Worked with the Game Designer to write the Story section of the Game Design Document
- Wrote the technical details and technical overview of the Level Design Document
- Built 20+ static meshes and 20+ textures

*Operation: Silent Strike* (*Quake 4* Level Individual Project – Level Designer)        April-July 2006
- Changed gameplay of *Quake 4* by scripting to create a slow-paced game
- Implemented a zone-based sound detection system
- Implemented a sight-based detection system
- Built, textured, lit, and optimized a *Quake 4* level featuring approximately 10 minutes of gameplay

*Ransacked!* (*Unreal Tournament 2004* Team Project – Level Designer)          January-April 2006
- Worked in a team of 11 other students, including 4 other level designers
- Built 10+ static meshes for visual appeal of the level
- Created and maintained all the documentation for the entire project
- Designed and implemented the gameplay of the level Puerto Del Ron
  - Constructed the terrain
  - Decorated the level with static meshes to add visual interest
  - Managed the lighting
  - Scripted rat pawns to run throughout the streets of the level

*Bob the Unlikely* (Scrolling Game Development Kit Team Project – Game Designer)          July-September 2005
- Worked with an artist to create an original 2D Game
- Constructed 4 original levels
- Made 20+ custom environment tiles
- Created scripts for the entire game

*Dungeons and Dragons Campaign Creation*          1998-Present
- Created large story based campaign modules
- Created interactive worlds for the players
- Made interesting maps and dungeons for the players

## WORK EXPERIENCE

Network Administrator (JW Operating Company)          Summer 2001, 2002, 2003
- Installed new hardware and software
- Maintained integrity of the network
- Solved general computer problems
- Provided customer support

Undergraduate Senior Design Project: Robotic Paintbrush GUI          September-December 2004
- Designed graphical user interface
- Computed algorithm for dynamic growth of matrix layers
- Coded input functionality of matrix layers

Undergraduate Senior Design Project: Time Track Software          January–May 2004
- Collaborated with team members regularly
- Developed time keeper
- Outlined and programmed administrator software

Recruiter and Freshman Counselor (SMU Mustang Band)          September – May 2004
Scribe (Theta Tau, Professional Engineering Fraternity)

          September – May 2004

## EDUCATION

**The Guildhall at SMU**, Plano, Texas          March 2007
Certificate in Digital Game Development, Specialization in Level Design

**Southern Methodist University,** Dallas, Texas          May 2005
B.S. in Computer Science