

# Curriculum Vitae

# Edward Fuller

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## Education

**2003 – 2006** University of Salford School of Media, Music and Performance.  
**BSc (Hons) Computer & Videogames** 2:1

**2001 – 2003** Henley College, Henley on Thames.  
**BND computing** Distinctions / Merits

**1996 – 2001** Chiltern Edge, Sonning Common, Reading.  
**GCSE** grades: I.T.; A, Geography; A, D&T Graphics; B, English Literature; C, English Language; C, Double Science; C/C, German; C. Maths; C.

## Games Credits

Aug'14 – Pres. Tom Clancy's The Division XBOX1/PS4/PC Level Designer

As a Level Designer on Tom Clancy's The Division its been my responsibility to develop both mission designs and a unique mission specific boss encounter to a highly polished, finished standard. My key responsibilities include: -

- Designing mission concepts, maintaining documentation to support the development of my missions and related content
- White box layouts and develop mission content using Snowdrop editor
- Scripting gameplay logic and combat encounters for missions using the Snowdrop editor's visual scripting system
- Designing a unique boss encounter, developing this feature and its systems alongside various disciplines and implementing it using Snowdrop editors visual scripting system
- Working closely with artist and various other disciplines and departments across multiple studios to develop and deliver both mission content and boss encounter content
- Iterate designs based on feedback from directors, leads and play test data
- Balance and tweak combat encounters and boss encounter, fix bugs in both my missions and others when appropriate

**Jun'13 – Jun'14 Sacred 3**

**PS3/X360/PC**

**Level Designer**

As a Level Designer on “Sacred 3” I have been responsible for developing several levels from initial conception along with taking ownership of several others that required re-work and bringing them all to a finished polished quality. My key responsibilities: -

- Develop, document and maintain level concepts
- Create level content according to concepts, create white box layouts and rework them with tile based art assets
- Concept and integrate gameplay mechanics; gameplay logic and enemy encounters into level designs using in-house tools and LUA
- Working collaboratively within an agile development environment where small group interactions were key
- Maintenance, balancing, tweaking, optimizing and bug fixing of levels

**Mar – Sept '12 007 Legends**

**X360/PS3/PC**

**Level Designer**

As a Level Designer on “007 Legends” I was responsible for four of ten “MI6 Ops” challenge levels, developing them to a finished, balanced and polished standard. My key responsibilities: -

- Designing stealth and combat specific level designs for high-score focused gameplay modes
- Working within the strict limitations imposed by re-purposing single player level art for use as a base for new gameplay designs
- Providing feedback and design insight to help hone the designs of the Challenges gameplay modes
- Triggering up gameplay and creating first pass animations using in-house tools, scripting with LUA and building nav meshes with Maya
- Working closely with multiple disciplines and departments to develop and implement assets and functionality for use in my levels
- Working closely with other Designers and the Producers to ensure design consistency across my levels, as well as the rest of the MI6 Ops levels
- Production and maintenance of level walk through documentation
- Mentoring and guiding less experienced designers with their Challenge levels and the tools
- Maintenance, balancing, tweaking, optimizing and bug fixing of levels

**Feb – Oct '11 Disney Universe**

**X360/PS3/WII/PC**

**Game Designer**

As a Games Designer on “Disney Universe” it was my responsibility to take ownership of five levels and develop them to a finished and polished level of quality for the final game. My key responsibilities: -

- Designing and constructing levels by using in-house tools to script and trigger gameplay and level logic (a visual scripting editor, basic LUA and time line editing tools); and using 3DS Max for modelling level layouts and creating functional designer art
- Design, build and iterate upon gameplay mechanics that could be then integrated into my levels
- Work closely with multiple disciplines and teams to produce content and functionality for each level and its mechanics
- Working closely with other Designers and the Producers to ensure design consistency across the game
- Production and maintenance of level walk through documents and other relevant documentation
- Attending play test sessions and maintaining play test reports

- Balancing, tweaking and bug fixing

**2008 – 2010**     **James Bond: Blood Stone**                     **X360/PS3/PC**     **Level Designer**

As a Level Designer on “James Bond: Blood Stone” it was my role to take ownership of conceptualization, implementation and finishing of two levels within the single player component of the game. My key responsibilities: -

- Design and Build levels using Maya and implement and script gameplay using in-house tools
- Work closely with multiple disciplines and teams to produce content and functionality for my levels
- Produce and maintain documentation to support my levels development.
- Balance and fix bugs so that levels are of a high quality and of a releasable standard

**Apr – July '08**     **Hydrophobia & WSC Real 09**     **X360 & Wii**             **QA Tester**

**2005 – 2006**     **Near Death Experience**                     **PC**             **Level Designer / Project Leader**

As the project Team Leader I managed the day to day workings of the team, Co-Designed the game, Produced Level Design Layouts, Built Levels from scratch using the Hammer Editor, Created 3D models using 3D studio Max, Created Textures from scratch using Photoshop.

N.D.E., or Near Death Experience, was a modification built on the Half-Life 2 engine. This was my final year project whilst at the University of Salford.

**2000 – 2003**     **The Wastes 1.4**                                     **PC**                     **Level Designer**

As Level Designer, designed and built multiplayer death match levels using Hammer editor. The Wastes is a multiplayer post-apocalyptic total conversion for Half-Life 1.

## Work Experience

<b>2014 – Present</b>	<b>Ubisoft Reflections</b> – Level Designer
<b>2013 – 2014</b>	<b>Keen Games</b> – Level Designer
<b>2011 – 2012</b>	<b>Eurocom</b> – Game Designer
<b>2008 – 2010</b>	<b>Bizarre Creations</b> - Level Designer
<b>2008</b>	<b>Blade Interactive</b> - Junior Designer, QA Tester
<b>2007 – 2008</b>	<b>I-play</b> - Junior QA Tester

## Software Experience

- Maya (Experienced)
- 3D Studio Max (Experienced)
- Use of in-house of visualized scripting/dev tools, 'Snowdrop', 'ActorStudio', 'Euroland'
- A strong understanding of level editing tools such as Valve’s Hammer Editor (Skilled)
- A working knowledge of scripting languages (LUA, in-house variants)

- A working knowledge of Epic's UnrealED
- A working knowledge of CryEngine 3
- A good understanding of texture creation especially within Adobe Photoshop (Skilled)
- Google SketchUp (Working)
- Microsoft Office Applications, Word, Excel, Visio (Experienced)
- A good working knowledge of Alienbrain and Perforce V4
- Hansoft
- Working knowledge of various bug tracking software: Dev Track, Test Track Pro, Bugzilla, Jira

## **Skills**

- A strong understanding and passion for game and level design
- Technically minded and quick to learn
- The ability to take an idea through conception to prototyping, implementation and finishing
- Strong oral and written communication skills
- A keen eye for details
- The ability to work independently as well as within a group
- Able to work under pressure, to tight deadlines
- 12 months experience Q&A functional testing (mobile/PC/PS3/X360/Wii)
- Full clean drivers license

## **Career Objectives**

It is my long term ambition to become a lead designer, responsible for leading a talented team to create imaginative, innovative and ground breaking gameplay experiences that will push the envelope of the medium.

## **Interests & Hobbies**

A passion for all computer games, I enjoy playing a wide variety of games and genres on a variety of platforms. I especially first / third person shooters, arcade driving, action strategy and puzzle games, some of my favourite games of all time being 'Half-Life', 'Day of defeat: Source', 'Call of Duty 4', 'Thief 1 & 2', 'Burnout 3: Takedown', 'Flatout 2', 'Dawn of War' and 'Faces of War', 'Braid', 'Bejeweled', 'Where's My Water?'

## **Referees**

Referrals are available upon request.