

# Philip Allen Donahue

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## OBJECTIVES:

To work with the best in the industry creating exceptional games that inspire. To generate the best visual and interactive experiences possible while evolving my skills alongside seasoned professionals. To contribute to a highly creative environment as a valuable team member by obtaining a challenging yet rewarding studio position as a Level or Game Designer.

## Game Design Projects

### ○ *October 2009 to Present:*

*Zombie Wonderland*: (Unity engine iPhone game): Xoobis Games, Venice, CA.

**Technical Designer** – Duties: Created layouts / levels, built all particle systems, some scripting VOs for characters and managed the voice acting audio as well as many of the sound effects used on the project. Developing using the Unity engine, intended for release on iPhone soon.

### ○ *July 2009 to November 2009:*

*Time Enforcers* (MSUC winner): Epic Games / Paranoid Delusions Dev. Team, Ontario, CA.

**Project Lead / Head Designer** – Duties: Oversaw all design aspects and led a small team to produce a UT3 total conversion mod for Grand Finals submission to world-wide MSUC by Epic games; Featuring combined SP campaign, 5 MP maps, 6 imported characters & cinematic bridges (for which I designed, wrote scripts, set up cameras, animations and voice acted for).

### ○ *September 2008 to August 2009:*

*Millagun* (MSUC P4 Finalist): Game Wizards Development Team, Santa Monica, CA.

**Lead Designer** – Duties: Worked with the overall lead to develop framework, game play, concept and overall game design. Focused on kismet scripting, level design, matinee and leading design team. Responsible for entire basic layout. Kept design vision consistency alongside art leads, managed file structure, script editing, install testing, submission & PR.

### ○ *October 2008 to May 2009:*

*Transformers: Revenge of the Fallen*: Luxoflux Inc./Activision, Santa Monica, CA.

**Destruction Specialist** – Duties: Created and adjusted destruction sequences, LODs, FX, Script setup and adjustment, advanced Material shaders, & collision settings. Worked closely with art and design leads for Technical Artist duties, GDD design comparison & art style sync.

### ○ *January 2008 to September 2008:*

*Killing Time* (MSUC P3 Winner): Game Wizards Development Team, Santa Monica, CA.

**Technical Level Designer** – Duties: Worked with art leads as the designer of two levels: *Robot Factory* (MP) and *Monolith* (SP). Developed the game play framework, concept and design for each. Kismet, Matinee, asset placement ongoing iterations following play testing to maintain design vision. Managed entire install structure/creation, testing, submission & PR.

o **July 2007 to December 2007:**

*Aftermath:* Game Wizards Development Team, Santa Monica, CA.

**Kismet Script Designer & Environment Artist** –Duties: Worked with technical design lead to develop kismet based traps, weapons, and environmental effects. Modeled, textured & placed various assets and all alpha-based assets (grass, plants, decals, blood splatters, trash, etc).

## **EDUCATION**

- **B.S.** Game Art & Design, Art Institute of California Los Angeles, Santa Monica, CA. 2005-2009
- **A.A.S** Computer Aided Drafting and Design, ITT Tech, West Covina, CA. March 1999
- **Certifications:** Adobe, Macromedia, and Microsoft applications, Santa Ana, CA. 1999-2001
- **Hardware:** PC and Mac, 26+ years of computer experience.
- **Software:** Epic's Unreal 2004, UT3 & UDK editors; Unity, Autodesk 3D Studio Max, Maya and AutoCAD; Adobe Creative Suite. ESRI's Arcview; Microsoft Office Suite.

## **Previous Design Work (non-game industry)**

- ***April 2001 to January 2008:*** LERETA Corp, GeoMS and Shop4tech, San Gabriel Valley CA., Graphic Designer, Data Conversion Specialist/GIS Analyst and Marketing Creation/maintenance of GIS coverage for tax & flood contract automation process, graphic design, generating marketing presentations managing cartographic data, and thousands of affiliate web sites.
- ***November 1998-April 2001:*** Labeltronix, LLC. Orange, CA. Graphic Designer - Created custom artwork and graphic layout/proofs for product label printing, marketing brochures/catalogs and web design/maintenance.

## **INTERESTS & ACTIVITIES**

I take great pleasure in creating and playing video games: From conceptualization (environment, back story, layout, etc.) and designing (scripting, game play, shaders, particle systems, AI and cinematics) to creating mods using the Unreal 3 engine, Unity and Flash. I have a special interest in cutting edge technology, Virtual Reality and educational games, especially those based on science and history. In my free time, I enjoy spending family time with my toddler aged son, scuba diving and paintball. Other activities include historical reenacting, Shiatsu massage, freehand sketching, airbrush & editing digital music. I also play bass guitar and vocals in my band: *The Iron Monkeys*.