

Philip Allen Donahue

Telephone: (626) 347-1417

E-Mail: PhilipADonahue@gmail.com

Web site: www.PhilipAllenDonahue.com

OBJECTIVES:

To work with the best in the industry while creating exceptional games that inspire. To generate the best looking and playing interactive experiences while evolving my skills alongside seasoned professionals. I hope to foster a highly creative environment as an invaluable team member by obtaining a challenging yet rewarding studio position as a Level Designer or Technical Artist.

WORK HISTORY

- ***April 2007 to Present:***
Game Wizards Development Team, Santa Monica, CA.
Lead Level Designer
Focused on Kismet scripting, Cinematics and managing the design team for the *Millagun*, *Aftermath* and *Killing Time* Projects. I worked on several aspects of game creation, including level block out, game play conceptualization, storyline, scripting, modeling, texturing, asset placement, FX, physics and the designing of levels/missions from the ground up.
- ***October 2008 to April 2009:***
Luxoflux Inc./Activision, Santa Monica, CA.
Destruction Specialist; Created and adjusted destruction sequences, LODs, FX, Script placement, collision & advanced Material shaders for *Transformers: Revenge of the Fallen*.
- ***April 2001 to January 2008:***
LERETA Corp, GeoMS and Shop4tech, San Gabriel Valley, CA.
Designer, Data Conversion Specialist/GIS Analyst and Marketing
Creation/maintenance of GIS coverage for the tax and flood contract automation process, graphic design, managing cartographic data and generating marketing presentations 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.

EDUCATION

- B.A. 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

COMPUTER SKILLS

Software: Epic's Unreal Engine 2004 & UT3 editor; Autodesk 3D Studio Max, Maya and AutoCAD; Adobe Photoshop, Illustrator, Flash & ImageReady. ESRI's Arcview 8.0; Microsoft Office Suite.

Computers: PC and Mac, 26+ years of computer experience.

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 and cinematics) to creating mods with the UT3 editor. I have a special interest in educational games, especially those based on science and history. In my free time, I enjoy spending family time with my son, scuba diving and playing paintball. Other activities include historical reenacting, Shiatsu massage, freehand sketching, airbrush & editing digital music. I also play bass guitar and do vocals in my band: *The Iron Monkeys*.