

Rachel Maille

Level Designer/Scripter

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PROFILE

Creative and collaborative Level Designer with strong knowledge of the game development process from initial conceptualization through final game resolution. Strong experience in documenting concepts, blockout, initial art pass, lighting, optimization, and scripting. Detailed and disciplined approach leads to high level of final polish. Excels in team environment with a willingness to share ideas and learn from others.

SKILLS

Level Editors: Unreal Engine 3.0 (*Singularity*, *Wolverine*), Unreal Engine 2.0 (*Unreal Tournament 2004*), Hammer (*Half-Life 2*), Radiant (*Quake 4*), Oblivion TES Construction Set
Scripting: UScript, Kismet, DoomScript, Lua 5.1, C++, C#
Additional Software: Microsoft Office Suite 2003, Open Office,
Level Design: Documentation, BSP creation, scripting, optimization, lighting

GAME EXPERIENCE

Homefront – Kaos Studios

March 2010-Present

Level Designer

- Designed, documented and created half of the final level in the singleplayer campaign
- Used Kismet to script four of the nine encounters for the level
- Prototyped three other major encounters
- Participated regularly in multiplayer tests and provided feedback
- Converted four existing multiplayer spaces into Team Deathmatch maps
- Researched and created initial layout for a new Ground Control map

Singularity – Raven Software

April 2008-August 2009

Level Designer

- Designed, documented and created four multiplayer maps using Unreal Engine 3
- Designed and created 5+ multiplayer prototype maps
- Used Kismet to create event sequences and Matinees for multiplayer and singleplayer levels
- Worked with the multiplayer team to create and define gametypes, player mechanics, and weapons

Wolverine - Raven Software

July-September 2007

Level Designer - Intern

- Completed paper design, whitebox, and initial scripting of one level using Unreal Engine 3
- Added scripted sequences and integrated cinematics in two existing levels
- Prototyped gameplay scenarios for two future levels
- Responsible for secret item placement and documentation in one level

Deja Vudu – The Guildhall at SMU

October 2007-February 2008

Level Designer - Team *Half-Life 2* Project

- Senior project creating a single-player puzzle, adventure game
- Responsible for creating the vertical slice level
- Completed level design document, BSP, texture and entity placement, gameplay scripting

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Sector 9 – The Guildhall at SMU

October 2007-February 2008

Level Designer - Individual *Half-Life 2* Project

- Responsible for all aspects of design and implementation of a single-player level
- Contained both indoor and outdoor environments
- Master's Project in Lieu of Thesis concentrating on environmental storytelling

Detour – The Guildhall at SMU

April-June 2007

Level Designer - Individual *Quake 4* Project

- Designed and built one complete single-player level
- Responsible for BSP, texturing, lighting, optimization
- Scripted eight different gameplay scenarios

Burgled! – The Guildhall at SMU

January-March 2007

Level Designer/ Associate Producer - Team *Unreal Tournament 2004* Project

- An original game mode combining Onslaught and Assault
- Responsible for team production and gameplay
- Co-built one complete level including BSP, lighting, optimization, and model placement
- Modeled, unwrapped, and textured 25+ static meshes for game levels
- Created game trailer
- Created documentation including:
 - Asset and Development Plan
 - Overview, Game Mechanics, World Overview sections of the Game Design Document

Ghost Stories – The Guildhall at SMU

January-March 2007

Level Designer - Individual *The Elder Scrolls: Oblivion* Project

- Created a full quest for *Oblivion* including interior and exterior areas
- Built and populated one island, two dungeons, one town, and one side-quest
- Scripted multiple events including:
 - 30+ lines of dialogue
 - 10+ quest encounters
 - 25 NPC behaviors and AI routines

EDUCATION

The Guildhall at Southern Methodist University, Plano, TX
Masters of Interactive Technology in Digital Technology
GPA: 3.8

March 2008

Rocky Mountain College, Billings, MT
Bachelor of Science in Aeronautical Science
summa cum laude (3.9+ GPA)

June 2002