

## Daniel Gold

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## Sr. Level Designer Resume

- Designer with over 15 years experience and an expertise in singleplayer and multiplayer.
- Co-Founder of Threewave Software, a company specializing in multiplayer FPS development.
- Strong technical and artistic abilities in game development.

### The Coalition (2013-2016 Sr. Designer)

- **Gears Of War 4** (2016) (xbox one)(pc)
  - Level design on multiple campaign levels.
  - Collaborated with other disciplines to incorporate audio, fx, meshing, and narrative moments.
  - Extensive prototyping and feedback to assist game planning.
- **Undisclosed project** (2013) (xbox one)
  - Design and construction of missions for undisclosed single player game.

### Id Software (2012)

- **Quake Live: Level Construction** (2012) (pc)
  - Updated and delivered competitive Quake 3 levels for Quake Live.

### Relic Entertainment (2010 – 2012 Sr. Designer)

- **Warhammer 40,000: Dark Millennium Online** (2011-2012) (unreleased)
  - Sole level design duties for Major Dungeon instances and additional minor regions.
  - Level design (planning 2D layout, construction and gameplay).
- **Space Marine** (2010-2011) (xbox) (ps3) (pc)
  - Primary designer in charge of Space Marine multiplayer level design + DLC.
  - Worked with staff and contract artists to coordinate art, performance, and gameplay for levels.
  - Extensive feedback and support for gameplay leads and tools team.
  - Additional single player campaign development, including encounter design and scripting.

### Threewave Software (2002 – 2010 - Founder)

- **Army of Two: The 40<sup>th</sup> Day multiplayer** (2009) (xbox) (ps3)
  - Designer and artist on multiple levels, in charge of implementing gameplay, balancing and layout construction.

- **Undisclosed projects and prototypes** (2008) (pc)
  - Worked in small strike team to quickly design and prototype game ideas.
- **Ghostbusters multiplayer** (2008) (xbox) (ps3)
  - Gameplay design, level prototyping, and scripting for cooperative multiplayer.
  - In charge of new AI creation, maintaining AI data and performing AI integrations from single player.
- **Wolfenstein multiplayer** (2007) (pc)
  - Lead level designer in charge of managing, scheduling, and mentoring a team of level designers.
  - Assisted in design and implementation details of game play as well as documentation.
  - Designed and constructed multiple levels, including map scripting throughout game.
  - Maintained level design documents, and prepared deliverables for publisher on monthly basis.
- **Undisclosed first person shooter** (2006) (pc)
  - Design and construction of missions for single player shooter.
- **Doom III: Resurrection of Evil - CTF** (2005) (xbox) (pc)
  - Design and construction of 2 CTF levels, and provided additional assistance and polish on others.
- **Vampire: The Masquerade – Bloodlines** (2004) (pc)
  - Polish and assistance for release of single player game.
  - Level design work on undisclosed multiplayer project.
- **Star Wars: Jedi Knight: Jedi Academy** (2003) (pc)
  - Design and full construction of 2 CTF, 3 FFA, and 4 Duel maps for multiplayer game.
  - Polish, optimization, and refinement of additional levels.
- **Return to Castle Wolfenstein: Tides of War** (xbox)
  - Return to Castle Wolfenstein: Operation Resurrection** (ps2) (2002-2003)
    - Design and construction of single player campaign levels for console release.
    - In charge of implementing AI and scripting for project.
- **Soldier of Fortune II: Double Helix** (2002) (pc)
  - Design and construction of 4 levels, each featuring 6 game types.

### Threewave Mod Team (2001 – 2002)

- **Quake III: Threewave CTF** (2001) (pc)
  - Design and construction of 11 CTF levels and 2 bonus mini-levels.
  - Assisted in design and creation of popular new game mode Capturestrike.
  - Contributed level polish and bug testing of all levels until final release of project.

## Software Knowledge

- **Game engines**
  - Unreal 4 (Gears Of War 4)
  - Oblivion Engine (Space Marine)
  - idTech 3 (Quake 3 Arena, SoF2, Wolf, Jedi)
  - idTech 4 (Doom 3, Wolfenstein, Quake Wars)
  - Unreal 3 (Army of Two: 40<sup>th</sup> day)
  - Source Engine
  - Cry Engine 2
  - Infernal Engine (Ghostbusters)
- **Modeling**
  - 3DS Max (Army of Two: 40<sup>th</sup> day + Space Marine)
- **Photoshop**
- **Scripting**
  - Wolf Script (AI Script)
  - idTech4 (C++ variant)
  - Unreal (Kismet)
  - Dante (C++ variant)
  - Cry Engine + Oblivion(Lua)
- **Programming**
  - Fluent in C/C++ Programming /w Visual Studio.

## Achievements

- Successfully started a company and supplied studio assistance, leadership, and mentorship to new employees, while successfully making deadlines and meeting publisher demands.
- Lead level design team to complete all milestones on time for entire duration of Wolf multiplayer contract.
- Moved from design team to art team on Army of Two: 40<sup>th</sup> day, taking ownership as artist of a level to art completion. Doing additional modeling and asset creation to establish theme.
- Revised the level greyboxing workflow for all of The Coalition by building a construction set and methodology that sped up workflow production speed.