

REID KIMBALL

2940 Crescent Ave. UNIT 116, Eugene, OR 97408
415-632-9982, <http://game.rbkdesign.com>

LEVEL DESIGNER - VIDEOGAMES INDUSTRY

Passionate about Game Accessibility to improve sales and player experience. Focused on challenging and inspiring players to think creatively.

SUMMARY OF QUALIFICATIONS

- Over 15 years of level design experience.
- Led Internet based team of 10+ people to create a closed-captioned modification of Doom3 for the hard of hearing and deaf.
- Closed-captioning and game accessibility expert, increasing sales of games by reaching more audiences.
- Public speaking and interviewing experience.
- Creative problem solver thrives working collaboratively.
- Strong ability to learn new tools and processes quickly.

WORK EXPERIENCE

Buzz Monkey Software - Eugene, OR
Game Designer

September 2008 – Present

Unannounced Extreme Sports Title (Nintendo Wii)

- Contributed to Game Design Document (GDD).
- Wrote game accessibility features for the GDD.
- First to create a custom level and documented the process.
- Implemented gameplay using custom XSI gameplay tools.
- Created "greybox" environments and gameplay geometry using XSI.
- Frequently shared tips and tricks while using XSI and how to create gameplay objects.
- Worked closely with artists to optimize X360/PS3 level geometry for the Nintendo Wii.

LucasArts - San Francisco, California
Designer

February 2006 – June 2008

Unannounced Third Person Action/Adventure (XBOX 360, PS3)

- Provided written and oral feedback to various prototype strike teams.
- Wrote game accessibility features for the Game Design Overview.
- Contributed to documentation describing the purpose of our prototype, its goals and lessons learned.
- Designed gameplay systems.
- Implemented scripted events triggered by the player using proprietary scripting tools.
- Created "greybox" environment geometry using proprietary Maya-like modeling tools.
- Taught other team members how to use LucasArts' proprietary tools.
- Created and modified LUA gameplay scripts.

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Star Wars: The Force Unleashed (XBOX 360, PS3)

- Led Scrum team to complete all our tasks during multiple sprints.
- Collaborated with lead to spearhead design and implementation of a multi-staged multiplayer mode that resembled the epic battles from the Star Wars movies.
- Created multiplayer levels utilizing Euphoria and Pixelux technologies.
- Implemented gameplay and scripting on multiplayer and singleplayer.
- Provided LUA scripting support for one other multiplayer designer on level specific scripts and multiplayer mode specific scripts.
- Gave demonstrations of work in progress during team meetings with an audience of 100+.
- Initiated early design of the portaling and sectoring tool in our proprietary level editor, used to prioritize the rendering of in game geometry.

Ritual Entertainment – Dallas, Texas

May 2003 – November 2005

Level Designer

25 to Life (PC, XBOX, PS2)

- Created paper top-down view designs for single and multiplayer levels.
- Implemented gameplay and scripting.
- Worked with artists to art-up the levels to acceptable standards.

Black Hawk Down: Team Sabre (PC)

- Created paper top-down view designs for singleplayer levels.
- Implemented gameplay and scripting.

Counter Strike (XBOX)

- Created areas of gameplay and architecture.
- Implemented scripted sequences.
- Optimized levels for console memory constraints.

Counter Strike: Condition Zero (PC)

- Created areas of gameplay and architecture.
- Implemented scripted sequences.

Blair Witch 3: The Elly Kedward Tale (PC)

- Reported bugs to the developers and made suggestions to improve game play.
- Used a proprietary scripting language to create gameplay events.

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MOD EXPERIENCE

Games[CC] - San Francisco, CA

Sept 2004 - June 2005

Project Lead

Doom3[CC] (PC)

- Designed "Dynamic Closed Captioning" system.
- Managed international team of programmers and captioners via the Internet.
- Acted as the customer of the mod, providing feedback and suggestions for improvement.
- Captioned dialog and sound events.

Rewolf Inc. – Flagstaff, AZ

Sept 1995 – July 2000

Level Designer

Gunman Chronicles (PC)

- Worked with a team of game developers via the Internet using the Half-Life engine.
- Design the 3D environments and gameplay for singleplayer levels.

Moxill Interactive – US

June 1997 – August 1997

Level Designer

DOOM TC (PC)

- Created the start level "Wake Up Call" for Your Path of Destruction DOOM TC for Quake.

EDUCATION

Rochester Institute of Technology, Rochester, NY
BS Information Technology, November 2002.

References are available upon request. See page 3 for supplemental information.

SUPPLEMENTAL INFORMATION

ACHIEVEMENTS

- Gave presentation, "Closed Captioning in Videogames" at Ohlone College (2007).
- Featured in Official Playstation 2 magazine "Disabled Gaming: How Technology Can Help" (September, 2007).
- Gave PBS KQED TV and radio interviews about game accessibility. (<http://www.kqed.org/quest/television/view/276>) and (<http://www.kqed.org/quest/radio/view/144>)
- Doom3[CC] mod nominated as "Best Doom3 Mod for 2005" at the IGF Choice Awards during the Game Developers Conference 2006.
- Gave presentation, "Closed Captioning in Videogames" at Game Developers Conference, San Jose, CA (2006).
- In 2004/2005 lead a team of captioners and programmers to develop a closed captioning system for Doom3.

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TECHNICAL SKILLS

- Titles worked on/shipped/mods completed: 10/7/3
- Software: Adobe Photoshop, 3DS Max, Maya, Word, Excel
- Scripting Languages: LUA, Studio Developed Languages
- Development Tools: Hammer Editor (Source Engine), QeRadiant (Doom3/Quake4 Engine), Proprietary Level Editors

RELATED INTERESTS/HOBBIES

- Research and develop solutions for closed captioning in games for hard of hearing and deaf.
- Playing a wide variety of games (indie, serious and AAA)