

Paul Callender

New York, NY 10010
(917) 334-0037
thefisj@gmail.com

Hybrid level designer and technical artist, leveraging 15+ years of experience.

EXPERIENCE

Experiment 7, NY — *Technical Artist*

SEPT 2016 - PRESENT

Virtual Reality game development for board games in **Unity 3D**.

- Optimization, Asset Wrangling, Asset budgets, Profiling.
- Light C# tools development for animation assets viewing and importing.
- Design of AI Avatars and their animation system.

Titles: “Catan VR”, “Dungeon Chess”, “Magic Table Chess”, Oculus RIFT, Oculus Go, Gear VR (Android), PSVR.

IPKeys, NJ — *Lead Designer & Technical Artist*

DEC 2015 - SEPT 2016

Lead a small team of artists developing interactive simulation and training tools using **Unreal 4**.

- Environment and Scenario Design, Construction.
- Implementing blueprint systems for drone and character pawns, their controllers and animation systems.
- AI behavior trees for following NPCs.

Titles: “T.I.D.E.S”, “ReACT” Windows PC.

IPKeys, NJ — *Senior Level Designer*

OCT 2013 - DEC 2015

Developed environments and blueprint game systems for “IGAME” a military simulation and training tool for Improvised Explosive Devices (I.E.D.s) in **UE3** and **UE4**.

- Environment and Scenario Design, Construction.
- Terrain system pipeline, using World Machine and UE4 materials.
- AI behavior trees for civilian NPCs.

Titles: “IGAME” - I.E.D training and mission simulation game. PC

Dark Quarry Games, NY — *Cofounder, Designer, Art Director*

2014 - 2018

Lead and developed “Deadhold”, a fast action tactical RTS indie title using **UE4** and **Unity 3D**.

SKILLS

• Level Design and Technical Art hybrid skill set.

• Deep technical knowledge of games, game engines and asset creation, with expert knowledge of Unreal 4 and Unity 3D.

• Knowledgeable with UE4 blueprint, C#, C++ and scripting systems.

• Strong leadership skills, successfully leading multiple cross discipline teams.

• Successfully developed titles for Xbox, PS, VR and PC platforms.

• Clear documentation and communication skills.

• Expertise in VR, FPS and RTS genres.

• Adept with Photoshop, Illustrator, 3DS Max.

- Environment and Scenario Design, Construction.
- Character design, animation systems implementation.
- Environment Textures, Materials, Shaders.
- Mission scripting, AI design
- UI/UX.

Titles: “Deadhold” PC, Mac

Kaos Studios (THQ), NY — *Lead Multiplayer Level Designer*

2010 - 2011

Lead a small team of AAA multiplayer level designers to build Homefront, and Homefront DLC content in **Unreal 3**.

- Coordinating with art teams on assets and thematic choices.
- Documentation and best practices, daily guidance for team.

Titles: “Homefront” PC, Xbox, PS

Kaos Studios (THQ), NY — *Senior Level Designer*

2005 - 2010

Designed AAA single player and multiplayer levels using **Unreal 3**.

- Environment and Scenario Design, Construction.
- AI and Mission Scripting using UE3’s “kismet” system.

Titles: “Homefront”, “Frontlines: Fuel of War” PC, Xbox, PS

Independent Project - Surface Mimic, NY— *Founder*

2011 - PRESENT

Built and developed a unique high resolution 3D scanning technology for 3D artists in Video Game and Visual Effects industries.

- Various computer vision techniques such as photometric stereo, photogrammetry and structured light.
- C++ for heavy calculations, C# for tools and processing.
- Blender and Python for synthetic data generation for testing various algorithms and rig designs.
- Used by companies such as Sony, Activision, Blizzard, CD Projekt Red, Naughty Dog, Valve, Psyop, The Mill, ILM, Weta.

DICE, NY 2004-2005— *Level Designer*

Legacy Interactive, CA 2003 - 2004 — *Level Designer*

Contraband Ent., CA 2002-2003 — *Level Designer*

Mumbo Jumbo, CA 2000-2001 — *Level Designer*

EDUCATION

Christchurch Polytechnic, New Zealand — *B.Design*

1998 - 2000

Graphic Design, Motion Graphics and Interactive media 3 year degree.
Completed 2.5 years of 3 years. Left before graduation to accept once in a lifetime game development job offer half way across the globe.

REFERENCES

References can be supplied upon request.