**Jessica Watkins**

Level Designer

<http://jessicawatkinsdesign.com>

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**Skills**

**Engines Scripting Languages Other Skills**

Unreal Development Kit C# Maya

Unreal Tournament 3 Editor Java 3DS Max

Gears of War Lua Photoshop

Fallout 3 New Vegas GECK Lighting

Unity Leadership

Garage Games Torque Working in Team

Organization

Customer Service

Tortoise SVN

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**Professional Experiance**

**Barking Lizards Technologies**

**Quality Assurance Tester November 2012-Present**

Worked closely with the Game Designer and other designer to do various play testing sessions for an upcoming unannounced title and implement new ideas.

* Bug tracking
* Assured that the game was balanced and fun
* Suggested new ideas for various bosses that got implemented into the game

**ID Tech ®**

**ID Tech Academy Instructor May-August 2011**

Instructor of UDK to a classroom of teenagers ranging from ages 12-18 years.

* Taught complex level design skills to teenagers who had never used the UDK engine before
* Conflict management and resolution between teenagers
* Multiple compliments from manager and parents on a service well delivered
* Taught at both Texas Christian University in Fort Worth, Texas and Harvard in Cambridge, Massachusetts

**Walt Disney World Resort ®**

**Disney College Program Intern-Full Service Food and Beverage and Attractions**

**January – May 2010**

College Program Intern participant in a living, learning, and earning experience with a Fortune 100 Company in which I not only learned to run attractions and manage seating arrangements, but created magic every day for guests.

* Cash handling
* Creative thinking which included managing multiple takes and working well under pressure
* Achieved multiple awards for going above and beyond in guest services.

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**Individual Work**

**2 Month Project *Ruined* Level Project**

**Level Designer**

Single-player map using the Gears of War engine where the player chases down a berserker running rampant through the city.

* Various scripted elements, including solving a button puzzle in order to fight the angry, rampaging berserker
* Complex matinee sequences designed to fool the eye into believing the berserker is smashing up a worn down building
* Using the player as bait to get the berserker to smash holes in various parts of the old building-which the player ultimately uses to their advantage to destroy the berserker

**2 Month Project *Haunted* Level Project**

**Level Designer**

Single-player map using the Gears of War engine that places the player in a haunted house in search of a lost squad.

* Level environment that raises fear and anxiety
* Various scripted elements including finding keys to unlock doors in a specialized sequence
* Custom sound effects to help create the sense that the player is indeed inside a haunted house

**2 Month Project *Black Heart Huzel* Level Project**

**Level Designer**

Multiplayer capture the flag map created using Unreal Tournament 3 Editor the places players on a desolate ice covered terrain caught in the war between two ancient tribes each fighting for the gods’ gifts.

* Well balanced and fun multiplayer map
* Use and balance of various weapons for both teams, including dual pistols and rocket launchers
* Custom designed health packs that not only fit the theme of the space but give the player a set number of health points back and a slight armor boost

**Team Game Experience**

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**5 Month Project *Odyssey* Team of 15 Developers**

**Level Designer**

Odyssey is a 3D 3rd person adventure game where the player takes on the role of Jade going through a magical ritual in order to preserve her own life.

* Bug tracking and fixing
* Particle creation, including the steam that Jade uses to lift herself up in the world to reach heights she could not otherwise
* Scripted elements that include Jade using her power to raise platforms and blow up walls

**3 Month Project *Food Feud* Team of 7 Developers**

**Lead Level Designer**

Food Feud is a 3D 1st person shooter map where the player takes the role of either a hot dog or taco character in battle for their most prized customer, the granny.

* Refined level creation and careful asset placement within the world, keeping in mind the flow and line of sight for the map
* Helped to create and implement the nenu and HUD of the game
* Created all the projectile particles for the guns
* Lead a team of two designers to make sure the game was kept on track and within the overall vision
* Bug tracking and fixing

**3 Month Project *Gnomeageddon* Team of 4 Developers**

**Level Designer**

Gnomeageddon is a 2D tower defense game in which the player builds and deploys gnomes to destroy their neighbors’ lawn all while pursuing the coveted Most Beautiful Lawn award.

* Gameplay Balancing
* Helped to implement all menus and level progression through the game
* Designed the main original concept for the overall game and expanded it with the team
* Bug Tracking and fixing

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**Education**

**Professional Certificate in Interactive Technology, specialization in Level Design**

Graduation Date: May 2013

Guildhall at Southern Methodist University, Plano, Texas

**Bachelor of Arts and Technology**  Graduation Date: May 2011

University of Texas at Dallas, Plano, Texas