

DREW MURRAY

Level Designer

www.monsterdrew.com

6201 Windhaven Parkway, Apt. 1821
Plano, Texas 75093

Cell Phone - 214.454.9736
drew@monsterdrew.com

SKILLS

- **Level Editors** – UnrealEd, Radiant, and Hammer World Editor.
- **Environmental Modeling and Texturing Tools** – 3dsMax and Photoshop.
- **Scripting** – Proficient with manually-entered (Radiant-style) and menu-based (Hammer-style) scripting methodology.
- **Traditional 2D Art Skills** – Drawing, painting, and photography.
- **MS Office** – Word, Visual Sourcesafe, Project.
- **Very Strong Written and Verbal Communication Skills** – I have very strong writing and verbal communication skills from working as an attorney for four years.

LEVEL DESIGN SKILLS

- BSP block-out and detail geometry
- Static mesh creation
- Materials and shaders
- Lighting
- Optimization
- Level and gameflow planning
- Gameplay / trigger systems
- Enemy placement and pathing
- Scripting
- Concept and design documentation

WORK EXPERIENCE

SAMURAI LEGEND – Level Designer / Environmental Artist

- Creating “Festival” map using Hammer World Editor for Samurai Legend, an Asian-themed multiplayer mod for Half Life 2.

ASSAULT ON A STRIDER BASE MAP-PACK – Level Designer

- Creating “Strider Hanger,” a single-player Half-Life 2 map.

RED WAKE – Lead Level Designer / Student Producer

- Designed and created “Cannibal Island” level for Red Wake, a single-player total-conversion of FAKK2.
- Oversaw thirteen-person team of artists, level designers, and programmers in creation of Red Wake, including creating team documentation and schedules.

STEAM LONDON – Level Designer / Environmental Artist

- Built, textured, and lit “Steam London” map in FAKK2 as a showcase for a collection of static meshes that I created.
- Created approximately 60 static meshes for “SteamLondon” map.

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TECHNOMANCY - Level Designer / Environmental Artist

- Designed "ONS-Paris," a multiplayer-map for Technomancy, an Unreal Tournament 2004 mod.
- Won an honorable mention for FPS-mod in the "Make Something Unreal" competition and the Guildhall was a winner in the Educational Category based on Technomancy and another mod.

JONES DAY, Attorney, New York, New York

- Worked long hours and under intense pressure as a corporate attorney for one of the world's largest law firms for four years.

EDUCATION

THE GUILDHALL AT SMU, Dallas, Texas

Anticipated graduation, concentrating in Level Design, June 2005

- Studying level design, game design, environmental modeling, and drawing.
- Student council president
- Awarded IGDA Student scholarship to attend Game Developers Conference 2005.

PARSONS SCHOOL OF DESIGN and THE NEW SCHOOL, New York, New York

- Attended classes on 3ds Max modeling and animation, Photoshop, and photography.

SOUTHERN METHODIST UNIVERSITY, DEDMAN SCHOOL OF LAW, Dallas, Texas

Juris Doctor, *cum laude*, May 1999

- SMU Law Review Association – Staff Member 1997-98; Articles Editor 1998-99

UNIVERSITY OF TEXAS AT AUSTIN, Austin, Texas

Bachelor of Fine Arts, Studio Art, July 1994

- Selected to exhibit at University of Texas Student Art Show, Spring 1994
- Merit Scholarship Awards in Painting/Drawing and Photography, 1993-94