

Andrew Holifield
Scripting / Level Design
ajholifield@gmail.com

1057 Raven Lane | Chico, CA 95926 | 707.480.0736
www.AndrewHolifield.com

PROJECTS

“D.A.V.I.S.” Unreal Tournament 3 Total Conversion Mod (Aug 2008 – Dec 2009)
Director / Scripter / Level Designer / Lead Game Designer www.chicostategamestudios.com/davis

Chico State Game Studios

- Took an existing idea and generated **gameplay**, a **design document**, & a **paper prototype**
- Populated and maintained a **wiki** with information about the game for the team to reference
- Created & modified **pipelines** for all aspects of the project including: 3D Assets & Level Design
- Organized **dependencies**, created **schedules**, **milestones** & **deadlines**
- Directed a team ranging from **40 to 54 people** in full fledged production for a year
- **Scripted** puzzles in **Unreal Kismet**

“High Noon” Unreal Tournament 2004/UT3 Total Conversion Mod (Aug 2007 – Dec 2008)
Modeling Team Lead / Modeler / Research Lead www.chicostategamestudios.com/highnoon

Chico State Game Studios

- Modeled **weapons**, **enemies**, & **environmental props** for Unreal 2004 mod first & second semester
- Modeling/Texturing **Team Lead** & quality control for 3D assets during the second semester
- **Research lead** for modeling & material pipelines for Unreal 3 mod during the third semester

“Dark Deed” 2D Torque Game Builder (Aug 2008 – Dec 2008)
Game Designer / Lead Scripter / Lead Level Designer

Magma Pod

www.chicostategamestudios.com/VideoGameProduction/DarkDeed.html

- **Designed** and **balanced** a **paper prototype** & **electronic prototype**
- **Lead scripter**, **level designer**, **cut scene** implementation, & all other implementation Torque-side

“Sushi Samurai” Torque Game Builder Prototype (Jan 2008 – May 2008)
Director / Lead Game Designer / Lead Scripter / Lead Level Designer / Research Lead

Wasabi Studios

- Designed an **original game idea**, **paper prototype**, and **electronic prototype**
- Ensured **deadlines** & **milestones** were met
- Iterated both paper and electronic prototypes for **balance** & **improvement**
- **Led research** & **scripting** in the **TorqueScript** language

“Skybike Royal Tournament” Paper Prototype (Aug 2007 – Dec 2007)
Director / Lead Game Designer / Lead Level Designer

Wasabi Studios

- Iterated the **paper prototype** many times to balance game rules and difficulty
- Wrote & led **presentations pitching the concept**, **progress** through the project, & the **final** product

EDUCATION

2004 – 2009

California State University, Chico
Bachelor of Science in Applied Computer Graphics
Minor in Computer Science
Minor in Communication Design

TECHNICAL EXPERIENCE

- Scripting experience in **Unreal 3 Kismet** & **TorqueScript**
- Programming experience in **C++**, **Java**, **Assembly**, **HTML**, & **CSS**
- Proficient in Microsoft **Excel** & **Word**
- Knowledge of **Photoshop**, **Mirage**, **Silo**, **Lightwave**, **Google**, **Wiki Editing**

References provided upon request