

David Vargo

Level Designer/Architect

1926 Hawks Ridge Dr #212 Verona, Wisconsin 53593 281-235-9327 dcvargo1@yahoo.com www.vargodesign.com

Skills

Level Editors: UnrealEd, Radiant, Proprietary TREditor, Hammer, and Scrolling Game Development Kit

Environmental Modeling and Texturing Tools: 3DS Max and Photoshop

Scripting: Text-based (Radiant-style) and Menu-based (Kismet/Hammer-style) scripting methodology

Production Tools: Word, Excel, PowerPoint, Project, and Perforce, Tortoise SVN (Source Control)

Traditional Art Skills: Drawing, Photography, and Model building

Architectural Modeling Tools: SketchUp, AutoCAD, VectorWorks, and MicroStation

Common Level Design Skills Used

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

Experience (Game Industry)

Level Designer

March 2009 – Present

Raven Software, Middleton, Wisconsin

Singularity (XBox360/PS3/PC)

Genre: First Person Shooter (Single Player)

- Responsible for blockout, scripting, polish/optimization of various sections of the game; Reviewed and strengthened encounters and narrative threads within existing map layouts

Level Designer

June 2008 – September 2008

Certain Affinity (Contract), Austin, Texas

Call of Duty: World at War (XBox360/PS3/PC)

Genre: First Person Shooter (Vehicle Multiplayer)

- Responsible for building, texturing, prefabs, scripting, polish/optimization of the multiplayer map, *See/ow*; Revised map layout from single player map source to improve map flow, sight lines, and landmarks
- Coordinated and reviewed Art Department's involvement on *See/ow* to maintain visual quality and gameplay performance
- Supported Design Department on additional mapping/environmental art to achieve scheduled milestones

World Builder

July 2006 – March 2008

NCsoft/Destination Games, Austin, Texas

Tabula Rasa (PC)

Genre: Sci-Fi Massive Multiplayer Online Role Playing Game

- Created 9 unique instance maps for various locations within game along with accompanying design documentation; the map *Eloh Vale* was highly praised as a favorite among player community and reviewers
- Contributed to art pipeline by modeling, texturing, and optimizing 8 new environmental models
- Initiated new prototyping efforts between Concept Artists, Modelers, and World Builders on assets creation for Points of Interests within maps
- Publication – RPG Vault/ IGN.com, January 2008 – Interview on design process for the map *Fault Lever*

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Guildhall Student – Level Design January 2005 – June 2006
The Guildhall at SMU, Plano, Texas

Shantytown (*Half-Life 2* Mod/ Team Project) January – June 2006
Genre: Adventure

- Created detailed level layout drawings to facilitate blockout of initial prototype
- Produced a visual blockout on own initiative to communicate desired environmental atmosphere of Level 1
- Modeled and textured 6 world objects; composed 60 models in Ellie's and Fuel Yard house interiors

Chapter 15: Fallout (*Half-Life 2* Level/ Individual Project) January – June 2006
Genre: First Person Shooter (Single Player)

- Modeled angular and realistic architectural structures in BSP without loss of framerate
- Conceived unique gameplay scenario (infiltration/escape) combining scout car and urban setting
- Communicated interesting backstory through details and models within compact map parameters

Sandstorm (*Call of Duty* Mod/ Team Project) July – December 2005
Genre: First Person Shooter (Single Player)

Escape from Mars (*Doom 3* Level/ Individual Project) July – December 2005
Genre: First Person Shooter (Single Player)

Blood Ritual (*UT2004* Mod/ Team Project) April – June 2005
Genre: First Person Shooter (Multiplayer/CTF)

- Managed 15 member team (artists, level designers, and programmers) as Team Lead
- Publication - Level Design Documentation exemplary displayed on Guildhall website
- Publication – The Games Machine magazine (Italy), January 2006 – Article on mod
- Honor – 2006 IGF Mod Competition submission – Select sponsorship by the faculty to represent school

City of the Dead (2D Side Scrolling Game/ Team Project) January – March 2005
Genre: Survival Horror

Experience (Architecture)

Visiting Assistant Professor January 2004 – May 2004
Prairie View A&M University – School of Architecture, 2nd and 4th year Design Studios

Project Architect/Manager May 2000 – December 2003

Carlos Jimenez Studio, Houston, Texas

- Honor – AIA Houston 2007 Design Award – Honor Award for Rice University Library Service Center
- Publication - ARCHITECTURE magazine, June 2002 – Cummins Southern Plains Facility
- Supervised and coordinated 2 large scale projects notable for high profile clients (university/commercial)

Staff Architect

Rey de la Reza Architects, Inc., Houston, Texas
Philip Ewald Architecture Inc., Houston, Texas

June 1998 - May 2000
June 1993 - March 1998

Education

The Guildhall at SMU, Plano, Texas June 2006
Certificate of Digital Game Development, Specialization in Level Design

University of Houston, Houston, Texas May 1993
Bachelor of Architecture, Minor in Philosophy