

# Campbell Crapsey

## LEVEL DESIGNER

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314.630.9693

### Objective

I am excited to build great levels with your team, using my foundation in Level Design and my commitment to create the best action games I can while constantly improving my abilities.

### Skills

- Editor Experience: Unreal Engine, Valve Source SDK, and Unity
- Scripting: C#, Lua, Kismet, UnrealScript, Valve Source SDK
- Design Strengths: Level Design, Encounter Design, Documentation
- Production Experience: Scrum/Agile methodology
- Master of Interactive Technology (Guildhall), emphasis in Level Design
- Bilingual (French)

### Education

**The Guildhall at SMU:** Dallas, Master of Interactive Technology

Sep 2011 – May 2013

Lead Level Designer –

- *Odyssey* – Team of 15 Student Developers (UDK) – Development Time: Sixteen Weeks. Extensive use of platforming, boss fights, and scripted cinematics to create an immersive, magical world.

Level Designer –

- *Combined Forces* – (Half Life 2) – Development Time: Six Weeks. Custom scripting enabled real-time group pathing and top-down camera system.
- *A Cog in the Machine* – (Gears of War) – Development Time: Ten Weeks. Incorporates custom squad AI and pushable cover into level to create fluid combat encounters.
- *Morn* – Team of 4 Student Developers (Torque 2D Game Engine) – Development Time: Ten Weeks. Designed and implemented gameplay that allows players to create walking platforms with their weapon.

**University of Wisconsin:** Madison, Bachelor of Arts in French

Aug 2006 – June 2010

### Achievements

Gold Winner Game Narrative Review Competition at GDC Online

Fall 2012

Three-time Conference Associate at GDC San Francisco

Spring 2011 – Spring 2013

Conference Volunteer at GDC Online in Austin, Texas

Fall 2010

### References

Mark Nausha – Production Professor, Guildhall – [mnausha@mail.smu.edu](mailto:mnausha@mail.smu.edu)

Myque Ouellette – Level Design Professor, Guildhall – [myque@smu.edu](mailto:myque@smu.edu)

Mick Mancuso – Level Design Professor, Guildhall – [mmancuso@smu.edu](mailto:mmancuso@smu.edu)

George Heitzman – Art Professor, Guildhall – [gheitzman@smu.edu](mailto:gheitzman@smu.edu)

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