

Scott W. Bradford Level Designer

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SKILLS AND QUALIFICATIONS

- Game Design Diploma (Honors) and Bachelor of Fine Arts (Magna Cum Laude).
 - Experience using level editors such as Unreal Engine 4 and Unity, as well as proprietary tools.
 - Scripting experience in both C# and Blueprint (Unreal).
 - Capabilities with Microsoft Office and Adobe suites, including Word, Excel, Photoshop.
 - Experienced with Particle Systems, particularly Unity's Shuriken Particle System.
 - Skilled at clear verbal and written communication of ideas and concepts.
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PROFESSIONAL EXPERIENCE

Marvel Contest of Champions • Kabam Inc.

Live Operations Quest Designer

June 2016-Present

- Designing layouts, encounters, and rewards for monthly event quests, as well as permanent story content for hardcore players.
- Assisting in defining new features and communicating design needs to programmers and artists.
- Assisting in defining long-term goals for permanent content and creating content to match those goals.
- Writing Dialogue for ongoing narratives throughout the game, as well as majority of any lore-focused Live Operations copy.
- Consistently working with the Community Team to engage directly with players.
- Assisting with designing other Live Operations content.

Headventures in the Underworld • Vancouver Film School

Level Designer & FX Artist

October 2015-April 2016

- Collaborated with team to create original concept, core mechanics, and design philosophy, taking the lead on writing Game Design Document.
- Worked with co-level designer to determine the overall level design philosophy and ensure consistency between levels.
- Developed overall mechanics and progression of final Boss fight, as well as designing Boss level.
- Designed and implemented 2 unique levels in addition to Boss fight, from paper plans to whiteboxing, to assisting with art passes.
- Designed and created all visual effects, from concept art to sprite sheets, using Unity's Shuriken particle system.

Kage • Vancouver Film School

Level Designer

July 2015-October 2015

- Collaborated with team to create original concept, core mechanics, and design philosophy, taking the lead on writing Game Design Document.
- Designed and implemented 9 levels from paper plans to final iteration as well as art passes.
- Tuned movement variables to ensure fast, fluid gameplay experience in line with design pillars.
- Monitored playtest feedback to ensure gameplay experience was in line with design intentions.
- Created additional art assets such as particles and terrain tilesets.

Quest for Valor • Vancouver Film School

Level Designer & Scripter

September 2015-October 2015

- Developed original level concept for 3rd person action adventure game, creating detailed layout plan, cinematic sequences, as well as a Miniboss and Boss fight.
- Took layout plan from concept to reality through whiteboxing, playtesting, and art pass.
- Used Unreal Engine 4's Visual Scripting (Blueprint) to create multiple puzzles and custom gameplay sequences, in addition to several custom prop Blueprints for specific functionality.

Halo Waypoint • 343 Industries

Community Leader/Forum Moderator

December 2011-October 2013

- Guided online discussion on the Halo Waypoint Forums, Twitter, and unofficially in person at live events.
- Fostered a fun, safe, and positive environment for Halo fans through leading by example.
- Hosted several community events both in-person and online
- Effectively helped manage forum activities during exponential user increase prior to launch of Halo 4.

EB GAMES 1626 • Electronics Boutique Canada

Senior Sales Associate & Key Holder

April 2008-February 2015

- Most senior non-management employee at store 1626; consistently given great responsibility to both maintain the day-to-day operations of the store and post strong sales metrics.
- Responsible for providing outstanding customer service, implementing POP Marketing, sales planning, shipping and receiving, and inventory maintenance.
- Frequently relied upon to lead the store and its employees in the absence of a manager with little to no guidance.

EDUCATION

Vancouver Film School | *Game Design Diploma*

University of Ottawa | *Bachelor of Fine Arts*

Earl of March Secondary School | *High School Diploma*

Vancouver, BC | *2015-2016*

Ottawa, ON | *2010-2014*

Ottawa, ON | *2005-2009*

AWARDS

Excellence in Level Design • Vancouver Film School • *For outstanding Level Design, chosen by instructors* • 2016

Best Final Game • Vancouver Film School • *For best final project, chosen by instructors* • 2016

Best Design Document • Vancouver Film School • *For outstanding documentation, chosen by instructors* • 2016

Jacqueline Fry Scholarship (Second Prize) • University of Ottawa • *For artistic and academic accomplishment* • 2014