

# Steve Massey

Level Designer

www.madmassey.com

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steve@madmassey.com

903.366.9164

## PROFESSIONAL EXPERIENCE

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### **Call of Duty 4: Modern Warfare – Level Designer** **Infinity Ward**

- Primarily responsible for 6 multi-player maps: Crossfire, Downpour, Broadcast, Countdown, Bog, and Showdown
- Built half of the final geo for single-player maps Safehouse / Heat, and initial TV Station geo for Charlie Don't Surf
- Did bug fixes, optimization, and portaling for most multi-player maps
- Documented multi-player mapping and other CoDRadiant topics for online IW Wiki

## STUDENT EXPERIENCE

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### **Combine Facility (Half-Life 2 Map Pack) – Level Designer**

- Single-player, three-map pack utilizing Half-Life 2 assets, theme and gameplay
- Did all work on first map; including BSP construction, scripting and entity placement

### **Nitrate (Half-Life 2 Mod) – Level Designer**

- Vehicular, objective-based custom multiplayer mode
- Selected by Guildhall faculty to lead team of 5 Level Designers
- Built part of the Industrial map, one of two maps in the mod

### **Greed (Unreal Tournament 2004 Mod) – Team Lead, Level Designer**

- Fantasy-themed, objective-based custom multiplayer mode
- Selected by Guildhall faculty to lead team of 9
- Did all work on “Cargo Ship” map; including BSP construction and optimization
- Wrote Level Design, Concept, Asset & Development, and Design documents

### **Dark Elf (2D PC Game) – Level Designer, Scripter**

- Side-scrolling action adventure
- Used the Scrolling Game Development Kit to implement level layout and assets
- Scripted all unique gameplay features using VBScript for SGDK

## SOFTWARE

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- **Level Editors** – CoDRadiant, Hammer, UnrealEd, Aurora Neverwinter Nights Toolset
- **Graphical** – 3DSMax, Photoshop, Illustrator
- **Organizational** – Excel, Word, Perforce

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## SKILLS

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- BSP block-out, detail geometry, and prop placement
- Level optimization
  - Portaling
  - Texture and model memory reduction
- Scripting
  - C-based (CoDRadiant)
  - Menu-based (Hammer)
- Static prop creation
- Level and player flow planning
- Lighting
- Good understanding of project pipelines
- Design and project planning documentation
- Community relations / tools support
- Well organized; work well under deadlines
- Excellent written and verbal communication
- Passion for playing and making games

## EDUCATION

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**The Guildhall at SMU** – Graduate Certificate in Digital Game Development, Specialization in Level Design – December 2005

**Texas A&M: Commerce** – Bachelor of Science in Computer Information Systems with General Business minor – Graduated Cum Laude – May 2004

## ACHIEVEMENTS

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- Received Eagle Scout with two eagle palms
- Member of the Society for Collegiate Journalists
- Member of the Phi Theta Kappa International Honor Society