**David A. Walsh**1188 Harper Lake Drive

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### Education

B.A. Fine Arts, University of Colorado, Boulder, Colorado, USA

### Key Qualifications

I am an adaptable and experienced Principal Designer with outstanding conceptual skills backed by sound technical knowledge. I have an excellent ability to quickly assimilate new techniques, and to translate these into realising a strong design focussed/creative vision. I am keenly aware of tight schedules, and I combine a vigorous attitude with an easy-going approach.

### Core Competencies

Level Design, Team Leadership, Game Design/Systems Documentation, Interdepartmental Communication, HUD/UI/UX Systems Concept and Design, Wire-framing/Flow Diagrams, Usability Testing, Outsource Management, Software Quality Control, Multiple Alpha/Beta Testing, Performance Reviews, Software Training, Graphic Design

### Software

Unreal 4, CryEngine, Maya, 3D Studio Max, Unity, Havok, Adobe Creative Suite, Version Control Software (various)

### Software/Game Development

# Lost Boys Interactive, Madison, WI, USA May 2023-present

***Principal Level Designer***

*Unreleased Title (Unreal Engine 4)*

* Zone Lead for full Blockout
	+ Leading a team of Level Design, Mission Design and World Art
	+ Liaison between Narrative and Art for Mission/Story driven flow
* Additional assistance for 2x other Zones for prototype Blockout

# Cold Iron Studios, Seattle, WA, USA January 2023-April 2023

***Principal Level Designer***

*Aliens: Fire Team Elite2 (Unreal Engine 4)*

* Prototype Blockout for Vertical Slice
* Initial evaluation for procedural level generation

# Illfonic, Denver, CO, USA September 2013-December 2022

***Principal Level Designer***

*Arcadegeddon (Unreal Engine 4)*

* Design and implementation and maintained full procedural dungeon system for all Biomes

Modified Dungeon Architect Snap Module System

Tile Database, Dungeon Rules

* Level Design for PVE Co-Op modes

Unique rules for bespoke tiles

Puzzle Objectives, Ai pathing, Level Markup

* Worked with System Design for Weapon Balancing and Ai difficulty scaling
* Level Design for PVP Modes

 *Predator: Hunting Grounds (Unreal Engine 3/4)*

* Level Design of initial Prototype biome
* Initial Design and implementation of Predator Parkour System

*Friday the 13th (Unreal Engine 3)*

* Design and implementation of all MP/PVP maps

PVE Missions including Ai Behaviour Trees and Blackboards

* Set up biomes to handle random asset and terrain switching
* Level mark-up for PVP

Objectives, Cinematic Kills, Cut-scenes

***Lead Game Designer***

*Moving Hazard (Unreal Engine 3)*

* Design and implementation of multiple FPS levels
	+ Level Markup, Ai pathing and Game Modes
* Weapon Balancing and Attachment system
* Procedural Ai spawning system
* Helped to implement Skill Tree and Character progression with full economy system

***Senior Game Designer***

*Star Citizen, Armored Warfare, Sonic Boom (CryEngine)*

* Design and Wire-framing for Artificial Intelligent FSM’s (Finite State Machines) designating class-based Squad behaviour in vehicles
* Paper Design of modular, scalable and procedurally generated Enemy Spawns
* Level Design from grey-box to final on all projects

# Idol Minds, Louisville, CO, USA December 2006-May 2012, October 2012-July 2013

***Lead Game Designer***

*PAIN, Warriors Lair, World of Hurt, Mobile Project X*

* Responsible and accountable for the coordinated management of a 4 year software development with 8 major releases and Alpha/Beta testing cycles.
* Interview, hire, mentor and lead a cross creative/technical team of 10 Level Designers.
* Modify and help to define scope, budget and adjust development that addresses new technology and consumer trends.

# Travellers Tales, Oxford, Oxfordshire, UK May 2005-October 2006

***Art Manager***

*Super Monkey Ball Adventure, Lego Batman*

# Visual Sciences, Dundee, Scotland, UK July 2004-May2005

***Art Director/Lead Artist***

# *Carmageddon*

# Rebellion Developments, 2000AD, Oxford, Oxfordshire, UK February 2002-July 2004

***Senior Artist****/****UI Artist***

# *Judge Dredd: Dredd vs Death, IronStorm: WWZero, Sniper Elite, Rogue Trooper, Gunfighter2*

### References Available upon Request