

Johnny Luce
Game Designer
512-825-6833

<http://johnnyluce.com>

j_luce@hotmail.com

OBJECTIVE

To develop entertaining and engaging interactive experiences within a collaborative and creative environment.

WORK HISTORY

Total Immersion Software - Austin, TX - World Builder - 1/08 - present

Work as a world builder and systems designer on the RealWorld Suite, a rapid mission creation and rehearsal toolset and engine. In addition to mission design and creation, I also designed RealWorld Builder, the level editor component of the RealWorld Suite, and designed core systems including: input control schemes, vehicle mount/dismount system, weapon emplacements, pickup/drop system, and numerous UI/GUI features. Also, I managed much of the art asset outsourcing.

Austin Community College and DeVry University - Adjunct Faculty - 9/08 - present

Teach classes in level design and simulation design using Unreal Engine 3. In addition to teaching students how to use the Unreal Editor, I place a strong emphasis on all aspects of the design process including: research, documentation, iteration, architecture, level flow, and balance. A large portion of the curriculum is devoted to scripting interactive experiences using Kismet.

Edge of Reality - Austin, TX - Designer - 8/05 - 1/08

My primary role was to design and script levels and game-play; however, my role quickly grew to assist in video compression for pre-rendered cinematics, and localization support. My ability to communicate with all departments led to me becoming a point of reference for all aspects of the project. On Over the Hedge I was initially responsible for four levels, but within three months I was sole owner of 14 of the game's 32 levels.

- **The Incredible Hulk** Shipped 6/13/2008 - Xbox 360, PlayStation 3, Wii, Playstation 2, PC
- **Over the Hedge** Shipped 5/9/2006 - Xbox, PlayStation 2, Game Cube, PC - Nominated for 2007 IAA Children's Game of the Year Award

Gearbox Software - Plano, TX - Level Designer - 5/05 – 8/05

Designed, assembled, and scripted five multi-player levels, and created particle effects to enhance aesthetics of the levels. Two levels were created for a bonus pack.

- **Brothers in Arms: Earned in Blood** Shipped 10/4/2005 - PC, X-Box, PlayStation 2 - "Best First Person Shooter" - Xbox Magazine's Best of 2005

"B" Total Conversion - Savannah, GA - Master's Thesis - 2/04 – 9/04

This project was a total conversion of Unreal Tournament 2003 and was the visual component for my master's thesis project. I wrote the narrative, designed all aspects of the environment and game-play, created much of the art, scripted game-play, created new weapon types, scripted AI, and created the GUI. Project was supported by one other artist.

Savannah College of Art and Design - Savannah, GA – Multiple - 10/01 – 9/04

Served as a teacher's assistant for environment and level design, and worked as a systems and lab administrator. As a teacher's assistant, I lectured for an environment and level design class using Unreal Engine 2. As a systems administrator, I helped maintain a 250+ PC and Mac network, as well as all of the software, and a wide range of secondary equipment.

WORK HISTORY CONTINUED

Defense Logistics Agency, Tinker AFB Midwest City, OK. Intern, 5/99 - 10/99

Worked as an IT Administrative Assistant and developed asset tracking and management tools using Visual Basic and MS Access. Also assisted with purchasing and technical support.

US Army Air Force Exchange Service, HR-T - Dallas, TX - Intern: Copywriter - 5/98 - 12/98

Helped develop online training courses and exam software using ASP for a global organization, and trained staff how to update and maintain the system.

University of Oklahoma Broadcast Labs, Multimedia Cablevision, Community Producer and Student - Norman, OK - Community Producer - 1997-2000

Worked on every aspect of television production; set design, video editing, cinematography, lighting, audio, broadcast motion graphics, and directing

Smoke in My Eyes - A Nelly Beaulou Film - Norman, OK - Technical Advisor and Editor - 2000

Primary editor and engineer for a features student film. Built and maintained a non-linear editing system, and served as the primary editor.

SOFTWARE

Game Editors	3D	2D	Organizational
Unreal 2 and 3	3D Studio Max	Adobe Photoshop	Perforce
Source Engine	Maya	Adobe Illustrator	Jira (SCRUM and bug tracking)
CryTek Sandbox 2	Side F.XHoudini	Adobe AfterEffects	MS Office: Word and Excell

EDUCATION

MFA Computer Art: Game Design

Savannah College of Art and Design, Savannah, GA. August, 2004

Studies focused on video game and level design theory and practices. Thesis research focused on the role of environments in storytelling Secondary focus was on 3D art for games.

BA Journalism: Broadcasting and Electronic Media. Minor in History

University of Oklahoma. Norman, OK. December, 2000

Worked with audio, video, and other electronic media, including; web design and motion graphics. Areas of interest included storytelling, narrative through cinematic composition, and media management. Coursework included extensive studies in history, film and video studies, and music.

AWARDS

Make Something Unreal Contest. Honorable mention, FPS category

University of Oklahoma Student Film Festival, First Place Commercial

Oklahoma Broadcast Educators Association - First Place Station Promo