

Michael Easton Mundine

Designer / Scripter

979-218-5600

www.EastonMundine.com

MEMundine@gmail.com

Level Design Skills

- Documentation
- Kismet
- C# Scripting
- Papyrus Scripting
- Lighting
- Clutter
- Environment Design
- Gameplay Design

Engines

- UDK
- Unreal Engine 3
- Creation Kit (Skyrim)
- Hammer
- Unity

Software

- Adobe Photoshop
- Autodesk 3DS Max
- Microsoft Office
- Perforce

Game Experience

Midguard Saga

July 2013 – December 2013

Turn Based Tactics Game Built In UDK – Team of 15

Level Designer

- Designed gameplay on levels 3 and 5
- Scripted gameplay and cinematics on levels 3 and 5
- Whiteboxed levels 3 and 5
- Performed initial clutter pass on two levels

Mushees

March 2013 – May 2013

First Person Shooter Built In UDK – Team of 9

Level Designer

- Created initial whitebox design
- Create all particles used in the game
- Perform initial clutter pass and all clutter polish

Chronoception

October 2012 – December 2012

2D Avoidance Sidescroller Game Built in GuildEd

Level Designer

- Worked with another designer to design all the levels
- Constructed two levels and a tutorial level
- Polished gameplay and visuals on all the levels

Individual Projects

S.W.A.P.

Portal 2 Mod

Development Time – 175 Hours

- Created a new mechanic where the player can switch between two different characters, allowing for new puzzles that have to be solved from two different places or perspectives
- Redid several classic Portal mechanics, such as buttons, so that they would work correctly with the new mechanic introduced in *S.W.A.P.*
- Created two visually distinct environments utilizing both clean and underground assets

Archon's Keep

Skyrim Mod

Development Time – 150 Hours

- Created a new dungeon with some puzzle-like mechanics
- Scripted objects that do various things when hit with the appropriate spell
- Created detailed environment utilizing the Dwemer meshes

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Forgotten Temple

Gears of War Mod

Development Time – 125 Hours

- Scripted rooms and platforms that move and rotate, creating puzzles the player must solve utilizing these mechanics
- Crafted an interesting central room that is very different depending on its orientation
- Created detailed environment utilizing the Gears of War meshes and textures

Work Experience

Manager

Summer 2006 – Present

Carpet Handlers

- Assisted Customers
- Managed the counter
- Managed the warehouse
- Managed the inventory

Education

Masters of Interactive Technology

May 2014

The Guildhall at Southern Methodist University, Plano, TX

- Level Design

Bachelor of Science, Engineering

December 2010

Texas A&M University, College Station, TX

- Major: Civil Engineering
- Focus on Structural Engineering