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| **Objective** |
| To design, build, and script high quality worlds for the interactive entertainment industry. |

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|  **Software** |  **Engines/Editors** |  **Languages** |  **Platform** |  **Certifications** |
| * Sketchup
* Maya
* 3d Studio Max
* Git
* Perforce
* Subversion
* Windows
* Mac
* MS Office
* MS Visio
 | * Unity
* Id Tech 3,4
* Radiant
* Bigworld Technology Worldeditor
* Unreal UDK
* Source
* Torque
 | * Javascipt
* Python
* Ruby
* LUA
* XML
* Doomscript
* Kismet
 | * Xbox One
* Playstation 3
* Xbox 360
* PC
* Mac
* iOS
* Oculus Rift CV1
* HTC Vive
 | * Scrum Master
* UX playtesting
* QA
* Xbox TCRs
* Playstation TRCs
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| **Industry Experience****Senior Level Designer**Digital Diceworks, Dixon, CANovember 2017 – PresentTitles Worked on: **Ninja Ops** * Created rulesets for how to design spaces in VR
* Spearheaded the design of, blocked out, and built game levels for Ninja Ops

**Senior Level Designer**WB Games, San Francisco, CAJune 2014 – January 2015Titles Worked on: **DC Comics Legends*** Spearheaded the design of and blocked out and built game levels for DC Comics Legends
* Tuning all aspects of the game including damage and population of enemies as well as friendly powerups

**Contract Level Designer**Six Nuts Games, Palo Alto, CA, Big Head Mode, San Francisco, CA, Barrett Games, San Francisco, CAMarch 2011 – June 2014Titles Worked on: **Bullet Prawn (working title), ZombieFace, Douche Defender, Hippo vs. Zombies (working title)*** Spearheaded the gameplay design of all systems and levels
* Blocked out and built game levels
* Tuning all aspects of the game including damage and population of enemies as well as friendly powerups
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| **Level Designer**Electronic Arts Maxis, Emeryville, CAJune 2010 – December 2010Title worked on: **Darkspore*** Designed and built game levels for Darkspore
* Placement of power-ups and population
* Scripted interactive world objects in Lua for Darkspore
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| **Lead Level Designer**Redbana US, San Mateo, CADecember 2009 – February 2010 Titles worked on: **Hellgate London, Firefall (working title)*** Blocking out levels and testing them for flow and gameplay
* Designed and implemented custom tools for the level pipeline for the Hellgate engine
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| **World Designer**Slipgate Ironworks, San Mateo, CAAugust 2007 – December 2009Titles worked on: **Project Redwood (working title)** * Lead the World Design Scripting Initiative, which involves designing and implementing all world interactions
* Building and benchmarking custom levels/zones and helped facilitate client optimization
* Prototyped instances and zones, responsibilities included space creation and testing them for flow and gameplay
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| **Game Design Consultant/Level Designer**Mastiff Games, San Francisco, CAMay 2008 – September 2008Title worked: **Moon*** Tuning damage and population of enemies as well as tuning friendly weapons
* Review and iteration of in game levels, playtesting and documenting issues and directing fixes to the development team
* Prototyping levels, doing blockouts in Visio and documenting implementation procedures
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| **Level Designer**Secret Level/SEGA San Francisco, CANovember 2006 – April 2007Title worked on: **Golden Axe: Beast Rider*** Prototyping levels, including documenting level ideas, prototyping in Sketchup and implementing in a custom level editor based on Maya
* Engine and tools testing, including managing a small team dedicated to testing the Level Design tools and ensuring a stable development environment
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| **Achievements** |
| * Created guidelines for designing spaces in Virtual Reality for Ninja Ops
* Spearheaded, designed, and built every level in DC Comics Legends.
* Single handedly created a user testing system for Big Head Mode. I designed and built a hardware solution to record users gameplay and faces. We did this to determine if our design goals were met and how to change our design for a better gameplay experience.
* Built 3 prototype levels for Darkspore in less than 2 months. This included inception from paper through to a playable state.
* Successfully lead my team in redesigning and rebuilding the level design pipeline and tool chain for the Hellgate London engine in less than 2 months.
* My work on the performance scrum for Slipgate Ironworks caused a complete re-evaluation of our client technology resulting in an optimization team being created.
* Moon won IGN Nintendo DS shooter of the year, an IGN Editors' Choice Award, and several other media awards.
* Spearheaded a program at Secret Level to deliver playable prototype visualizations of levels before the game engine was ready to use.
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**Education** |
| Music Performance, Iowa State University, Ames, IA 1997-2000 |