|  |
| --- |
| Johannes Robbins  Siegfried-Hirschmann-Park 2  10245, Berlin, DE  Cell: (0151) 5870-2320  [jrobbins@wireheadstudios.com](mailto:jrobbins@wireheadstudios.com)  <http://www.johannesrobbins.com> |

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

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **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 |

|  |
| --- |
| **Industry Experience**  **Senior Level Designer**  Digital Diceworks, Dixon, CA  November 2017 – Present  Titles 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, CA  June 2014 – January 2015  Titles 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, CA  March 2011 – June 2014  Titles 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 |

|  |
| --- |
| **Level Designer**  Electronic Arts Maxis, Emeryville, CA  June 2010 – December 2010  Title worked on: **Darkspore**   * Designed and built game levels for Darkspore * Placement of power-ups and population * Scripted interactive world objects in Lua for Darkspore |

|  |
| --- |
| **Lead Level Designer**  Redbana US, San Mateo, CA  December 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 |

|  |
| --- |
| **World Designer**  Slipgate Ironworks, San Mateo, CA  August 2007 – December 2009  Titles 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 |

|  |
| --- |
| **Game Design Consultant/Level Designer**  Mastiff Games, San Francisco, CA  May 2008 – September 2008  Title 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 |

|  |
| --- |
| **Level Designer**  Secret Level/SEGA San Francisco, CA  November 2006 – April 2007  Title 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 |
| |  | | --- | | **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. |   **Education** | |
| Music Performance, Iowa State University, Ames, IA 1997-2000 | |