

# Brad Kavanagh

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## SUMMARY OF QUALIFICATIONS

- 2+ years of experience with game development in Quality Assurance and World Art
- Skilled in several development disciplines with an emphasis on Design
- Passionate about creating great games and doing whatever it takes to get the job done

## SKILLS

- Game Design: Level design, Level scripting, Feature pitching, Game analysis and Feedback
- Game Art: World building, Lighting, Modeling, UV mapping, Textures and Training
- Toolset: UnrealEd, Maya, Photoshop, Flash, Office, Bugzilla, Jira, ProDG Debugging Tools

## EMPLOYMENT HISTORY

**United Front Games**, Vancouver, BC

**Apr 2009 – Current**

Quality Assurance

**ModNation Racers** (PS3)

- Tested all areas of the game daily with an emphasis on online features
- Entered and regressed bug reports for the development team
- Organized daily online multiplayer playtests and communicated crashes and gameplay feedback to developers
- Created batch files that made routine tasks more efficient and error-proof
- Met with designers and discussed gameplay issues and suggested ways to improve existing design
- Interviewed over one dozen potential new QA staff and helped select the core ModNation testing team

**Propaganda Games**, Vancouver, BC

**Jan 2007 – Jan 2009**

Development Support (Jan 2007 – April 2007, Sept 2008 – Jan 2009)

**Turok, Unannounced Project** (PS3, Xbox 360, PC)

- Developed test plans and coordinated with producers to ensure product was thoroughly evaluated
- Organized focus group sessions for Design team; collated feedback into prioritized report
- Contributed to game design through weekly meetings, pitch documents and internal forum discussion
- Tested all areas of the game, logged bug reports and reproduced issues for owners
- **Key Achievement:** Two gameplay design pitches were approved for unannounced project

World Artist (Sept 2007 – Sept 2008)

**Unannounced Project** (PS3, Xbox 360, PC)

- Created models and textures from concept art and reference materials
- Generated complex materials and shaders within UnrealEd
- Evaluated new technology and middleware options, and presented findings to the directors
- **Key Achievement:** Designed, built, and scripted scenario test maps for feature evaluation

Lighting Artist (April 2007 – Sept 2007)

**Turok** (PS3, Xbox 360, PC)

- Lit 20% of the entire product across the single player campaign, multiplayer and in game cinematics
- Worked closely with level designers and art director to achieve targeted atmosphere and mood
- Helped instruct multiple 3<sup>rd</sup> party content developers on the lighting pipeline
- **Key Achievement:** Promoted to Lighting Artist with no previously published work

## EDUCATION

**The Art Institute of Vancouver**, Burnaby, BC

**Apr 2005 – Sept 2006**

- Diploma in Game Art and Design with a focus on Level Design and World Creation
- 18-month program that covered the fundamentals of game development
- **Key Achievement:** Sole Level Designer of an 18-man student racing game “Roughshod Rally” in Unreal