

BRAD JACOBS

409.963.4873

SENIOR LEVEL DESIGNER

bradjacobsleveldesign@gmail.com

EXPERIENCE

Unannounced Project

Fun Pimps / Behavior Interactive

June 2017-Present

Lead Level Designer

- Built the vertical slice POI that established the project quality bar
- Designed and built 15 POIs
- Created over 100 proxy models
- Developed a new POI production process with the Art Director

7 Days to Die

Senior Level Designer

- Designed and built over 100 POIs
- Designed the Random World Generation system for cities and towns
- Created over 70 city block tiles for world generation
- Collaborated with programmers on zombie falling behavior
- Designed the procedural loot distribution system

Borderlands 3

Gearbox Software

January 2012-December 2016

Senior Level Artist

- Created over 30 proxy meshes for Promethea planet, these were used to block out spaces and finished by artists
- Designed and built the Day/Night cycle system in Blueprint, this was later converted to code

Battleborn

Lead Level Artist

- Created and reiterated on several prototype map block outs
- Worked directly under the Art Director to create vignettes to visually define environments
- Created the Game Informer cover for the August 2014 issue and 5 screenshots

Borderlands 2 Season Pass

Level Designer / Environmental Artist

- Designed and built *The Dark Forest* and *Immortal Woods* maps from scratch for *Tiny Tina's Assault on Dragon Keep*
- Designed and built *The Beatdown* map and *Pyro Pete's Bar* from scratch for *Torgue's Campaign of Carnage*
- Worked on *The Bad Ass Crater of Badassitude* map: Created Moxxi's Bar, the race track, Tiny Tina's area, and the entrance to *The Beatdown* for *Torgue's Campaign of Carnage*
- Designed and built *The Rust Yards* and *Magnys Lighthouse* maps from scratch for *Captain Scarlett and Her Pirate's Booty*
- Designed and built the *Crashed Hyperion Ship* map for *Sir Hammerlock's Big Game Hunt*

Borderlands 2 Miscellaneous Downloadable Content

Level Designer / Environmental Artist

- How Marcus Saved Mercenary Day: Created map from scratch, built props from scratch, altered existing art, created materials, and scripted matinee sequences

Level Designer

3d Realms / Triptych Games

August 2008- January 2012

EDUCATION

The Guildhall at SMU

Professional Certificate in Digital Game Development

July 2008

SKILLS

Level Editors

- Unreal Engine 4/5
- Valve Hammer Editor
- Unity

Scripting

- Blueprint
- Radiant Script
- Unreal Script & Kismet

Art

- Adobe Photoshop
- Modo