BRAD JACOBS

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LEVEL DESIGNER

bradjacobsleveldesign@gmail.com

EXPERIENCE

7 Days to Die   *Fun Pimps*   June 2017-Present
Senior Level Designer
- Designed, built, and balanced over 60 POIs (Points of Interest) from scratch
- Created over 10 art props and 20 voxel shapes for use in POIs

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

Tiny Tina's Assault on Dragon Keep
- Designed and built *The Dark Forest* and *Immortal Woods* maps from scratch
- Created small environmental props as well as altered existing art props
- Created 40 materials

Torgue's Campaign of Carnage
- Designed and built *The Beatdown* map and *Pyro Pete's Bar* from scratch
- 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*

Captain Scarlett and Her Pirate's Booty
- Designed and built *The Rust Yards* and *Magnys Lighthouse* maps from scratch

Sir Hammerlock's Big Game Hunt
- Designed and built the *Crashed Hyperion Ship* map

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
- *Digistruct Peak*: Created the top area of the facility, built the *Tower of Torment* area, and created props

Level Designer   *3d Realms / Triptych Games*   August 2008- January 2012

EDUCATION

The Guildhall at SMU   July 2008
Professional Certificate in Digital Game Development

SKILLS

Level Editors	Scripting	Art
•Unreal Ed 1, 2, 3 and 4	•Blueprint	•Adobe Photoshop
•Valve Hammer Editor	•Radiant Script	•3d Studio Max
•Unity	•Unreal Script & Kismet	•Modo