

Ryan Richard Spinney

Level Designer & 3D Artist

Website: www.ryanspinney.com
Email: contact@ryanspinney.com
Mobile: 07707 747120

Profile

I am an ambitious and hard working individual, with a passion for my combined hobby and profession, that of designing and creating artistic content and game play environments for computer games.

For the past year I have been employed at Endrant Studios, working as a Level Designer on the multiplayer component of the latest game in the Wolfenstein franchise. As a team we worked closely with Raven Software, Activision and Id Software, using the Radiant editor to make improvements and changes to the game that they requested of us.

During my time at the company I also had the opportunity to learn the modelling package Maya as well as the Unreal level editor. I plan to continue improving my skills in both applications to a professional level.

I am currently based in South East England and am now actively looking for Level Design work in the United Kingdom or abroad if the opportunity were right.

Key Skills

- Designing and constructing playable 3D environments for video games
- Designing, creating and unwrapping meshes in modelling packages
- Using Photoshop to create skins for models exported from 3D applications
- Creating concepts for models and environments on paper and in Photoshop

Professional Experience

Wolfenstein Multiplayer – Endrant Studios

www.wolfenstein.com
www.endrantstudios.com

Level designer

July 2008 – August 2009

Roles

Working on a set of pre-existing levels my responsibilities included: game play alterations, layout changes, creation of new areas, detailing environments and performance optimization using the Radiant level editor.

Deep 6 – Leaping Lizard

www.deep6game.com

Level designer (freelance)

July 2007 – Feb 2008

Roles

Designing and constructing fun 3D underwater game play environments for the Source engine. The design process went from grey boxed layouts all the way through to the addition of displacement geometry, detail brushes and applicable meshes.

Additional responsibilities on the project included:

- Setting up game play entities and environment lighting
- Building upon and improving several environments started by a previous designer
- Designing and creating 3D models where required, including compiling them for use in game and UV unwrapping them for texture creation in Photoshop

- Drawing up level layouts in Photoshop to be followed as a guide by other Level designers

Modification Experience

Hostile Planet – Source engine modification

Lead Level designer

2005 – 2006

Roles

Designing and creating interesting futuristic environments for online MMO game play. The majority of my time on the project was spent creating a large cityscape environment to be used as a meeting area and market place for players.

Other additional Levels created for the mod were relatively simple and were used as a theatre to rest out specific game features. In addition, I was also responsible for some small pieces of concept art which various 3D artists then followed when making some specific models.

Application Knowledge

I have a good working knowledge of the following tools and applications:

- Radiant editor
- Unreal editor
- Hammer editor
- Maya
- Photoshop

I have some knowledge of the following tools:

- 3Dstudio Max
 - Zbrush
 - Crazy Bump
-

Ryan Richard Spinney

Level Designer & 3D Artist

Website: www.ryanspinney.com

Email: contact@ryanspinney.com

Mobile: 07707 747120