

OBJECTIVE

Level Designer and Digital Artist with experience using a range of tools and production methods ambitiously pursuing a long-term career in the video game industry.

PORTFOLIOS

Game Design

www.colinvolrath.com

Graphic Design

www.volrathdesign.com

EDUCATION

Bachelor of Arts

University of Maryland, Balt. County

Major: Graphic Design

Design Foundation

Harford Community College

Major: Graphic Design

CERTIFICATIONS

Top Secret Clearance (TS-SSBI)

U.S. Federal Government

Granted Feb. 2011

3D Studio Max 10 Education

Anne Arundel Community College

Credits Earned June 2012

Google Sketchup 7.0 Workshop

3D Total Online Training Certification

Earned January 2012

Concept Art Workshop

CGMA - Masters Certification

Earned February 2012

AWARDS

2nd Place Entry

Arbalet Map Contest

Awarded March 2010

1st Place Entry

CyberEvolution Map Contest

Awarded December 2004

ACCOMPLISHMENTS

- Over 8 year's of level design experience and expertise
- Extensive experience with SCRUM agile development, sprints, and project tracking software
- More than 5 year's experience working creative directors, able to receive criticism and understand it's importance to maximize design efficiency with rapid turn-around
- Basic modeling skills with the patience and understanding to master new software
- Motivated self-starter, able to take direction with effective proactive decision making

SOFTWARE KNOWLEDGE

Hammer Source Engine

Hammer Goldsource

Autodesk 3D Studio Max 10

Unreal Engine (UDK 2011)

CryEngine 3

Adobe Photoshop CS5.5

Google Sketchup Pro 8.0

Adobe Illustrator CS5.5

Adobe Dreamweaver CS5.5

Microsoft Office Suite

Adobe InDesign CS5.5

MacOSX & Windows 7.0

Adobe Acrobat Pro 9.0

CSS & XHTML 5.0

Sony Vegas 8.0

EXPERIENCE

Lead Level Designer : July 2012 - Present

CyberEvolution - Counter-Strike Global Offensive (Source Engine)

- Currently working with CEVO to produce competitive multiplayer level designs for Counter-Strike Global Offensive, using reference imagery, and concept sketches
- Collaborating with community professionals and gamer's across North America and Europe to provide modern and creative level design solutions.

Concept Artist & Level Designer : April 2012 - September 2012

PlaneWalker Studios - Siege of Inaolia (Unreal Development Kit)

- Worked with a team of 12-15 developers, 3D artists, and character artists to help an ongoing development project known as Siege of Inaolia closer to final BETA release
- Worked as a level designer assistant to the lead designer, and as a concept artist providing overhead designs and conceptual designs for future level design use

Graphic Designer : February 2011 - August 2012

C2 Technologies Inc (Department of Defense)

- Responsible for providing graphic identities, brochures, and other various multimedia solutions for the DoD's US Department of Security Services

Lead Level Designer : November 2011 - June 2012

CyberEvolution - Counter-Strike Source (Source Engine)

- Created new level designs for the competitive North American gaming community
- Utilized sketches and 2D overhead designs to produce level designs into final product

Level Designer : August 2007 - October 2007

E-Sports Entertainment Association - Counter-Strike 1.6 (Hammer Goldsource)

- Worked directly with professional gamer's in the communities throughout Europe and North America to design environments with their professional criticism in mind
- Team oriented work ethic focused on producing level designs for the community

Lead Level Designer : May 2005 - July 2007

CyberEvolution - Counter-Strike Source (Source Engine)

- Operated as lead level designer for CyberEvolution, porting my original Counter-Strike 1.6 designs to the new Counter-Strike Source engine

Level Designer : December 2002 - August 2007

Freelance Work (Source Engine & Hammer Goldsource)

- Developed, designed, and produced level designs for over five years for various North American leagues (CyberEvolution, CyberAthlete League)
- Commissioned level design projects still utilized throughout Europe and North America