



# QUENTIN Rezin

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## Summary:

- 9 years of Level Design experience for 1st and 3rd-person games on *Xbox 360*, *Playstation 4*, and VR
- Comfortable scripting most gameplay / combat encounter / dialogue / cinematic needs
- Passionate about creating unforgettable, polished single-player & cooperative experiences

## Level Designer, Ready at Dawn Studios, 2012 – present

### ***Lone Echo* (release TBD for Oculus Rift + Oculus Touch)**

### ***The Order: 1886* (shipped 2015 for Playstation 4)**

- Design the “Airship Agamemnon” level (PS Experience demo) as well as chapters 6, 14 & 15
- Own and maintain level documentation, “greybox” geometry, combat encounter designs, cinematics diagrams for motion-capture, gameplay and conversation scripting, asset lists, and bug backlog
- Build essential test maps for locking metrics, iterating AI systems, and tuning features
- Drive the creation of designer-focused tools: cover / traversal tool, combat encounter planning tool, conversation systems, telemetry collection database, point-of-interest tool

## Encounter Designer, 343 Industries, 2011 – 2012

### ***Halo 4* (shipped 2012 for Xbox 360)**

- Responsible for combat design and level iteration on campaign mission: “Composer”
- Craft encounters while working toward proficiency with *Halo*’s unique AI planning system
- Develop scripts to efficiently problem-solve several complex level sequences
- Gather feedback at external playtest sessions to guide level adjustments

## Scripter / Level Designer, inXile Entertainment, 2007 – 2011

### ***Choplifter HD* (released digitally 2012 for XBLA, PSN, PC)**

### ***Hunted: The Demon’s Forge* (shipped 2011 for Xbox 360, Playstation 3, PC)**

- Lead a pod tasked with 3 of 7 chapters, emphasizing core mechanics and controlling risk
- Implement the tutorial, fine-tuning based on feedback to ensure maximum retention
- Took initiative: represent design interests in AI and boss meetings, improve UI and controls
- Propose new tools: conditional spawn scripting, dynamic fog system, and music automation

## Skill Areas:

- Ready at Dawn pipeline tools, *Halo* series proprietary editors, Unreal 4 editor, Maya 2016, visual and C-style scripting, Scheme / Lisp scripting, Perforce, Photoshop, Powerpoint, Visio

References available: [www.linkedin.com/in/quentinrezin](https://www.linkedin.com/in/quentinrezin)