



QUENTIN Rezin

quentinrezin@gmail.com cell: (818) 331-7926



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

www.quentinrezin.com

Summary:

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

Level Designer, Ready at Dawn Studios, 2012 – 2017

***Lone Echo* (released digitally 2017 for Oculus Rift + Touch)**

- 89% *Metacritic*, *DICE 2018 Immersive Reality GOTY*, *Kotaku "12 Best PC Virtual Reality Games"*
- Pre-production: collaborate on all systems, develop maps to test features and comfortability factors
- Plan mission structure, layouts, puzzles, narrative beats, and scripting for the final 1/3rd of the game
- Reveal new "Bio Threat" mechanics organically along an increasing difficulty / complexity curve
- Devise and implement all Bio Threat challenges encountered during the rescue mission

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

- Design the "Airship Agamemnon" level (PS Experience demo) as well as chapters 6, 14 & 15
- Build essential test maps for locking metrics, iterating AI systems, and tuning features
- Drive the creation of designers' tools for cover / traversal, combat encounters, dialogue, telemetry

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

Skill Areas:

- Ready at Dawn pipeline tools, *Halo-series* editors, Unreal 4, (currently learning) Unity, Maya 2017, visual and C-style scripting, Scheme / Lisp scripting, Perforce, JIRA, Photoshop, Visio, Powerpoint