

# DALE W. BROADBENT ♦ ENVIRONMENT ARTIST

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## TALENT SUMMARY

Multiplayer and singleplayer level design, scripted sequence design, in-game physics, AI pathing, environmental art and prop modeling. I currently use 3DS Max, Photoshop CS4, and UDK every day in my work.

## WORK EXPERIENCE

### **Gale Force Logic, Durham, NC, June 2010 – Present**

Environment Artist, *Unannounced iOS Title*

- I am responsible for creating environments that not only look great but fit within the tight resource budgets of mobile platforms.

### **Icarus Studios, Raleigh, NC, May 2007 – January 2010**

3D Artist, *Fallen Earth*

- Crafted "Hoover Dam," the first level in *Fallen Earth*, into a compelling introductory experience for every new player
- Skillfully used our toolset to create a large variety of assets and environments for the game. These programs included GTK Radiant, 3DS Max, Photoshop, Icarus World Builder and Level Prep.
- Presided over and successfully completed a project to overhaul pathing throughout the game by the September 2009 launch
- Teamed up with programming to craft solutions to persistent pathing issues
- Modeled objects, creating high-poly normal, diffuse, and specular maps

### **Gamepal, Raleigh, NC, November 2006 – March 2007**

Web Developer

- Programmed and designed web apps with Flash, Photoshop and 3D Studio Max

### **Psyonix Studios, Raleigh, NC, January – April 2006**

Level Designer

- Researched ideas and created concept designs for *Super Acrobatic Rocket-Powered Battle-Cars*
- Assisted in troubleshooting the game *Red Orchestra: Ostfront 41-45*

### **Ritual Entertainment, Dallas, TX, June – August 2005**

Level Designer

- Converted the first 7 levels of the 1998 game *S/N* to the Source Engine, including all textures, scripted sequences, lighting, NPCs, and physics objects

### **Rewolf Software, Inc., 1997 – 2000**

Level Designer, *Gunman Chronicles*

- Created architecture and designed interactive scenes that supported the game's storyline and enhanced the viewer's sense of immersion

## EDUCATION

### **B.S., Technology Education, Graphic Communications**

North Carolina State University, Raleigh, NC

- Concentration in technology, animation, web design, 3D modeling, and CAD

### **Associates in Art**

Fullerton College, Fullerton, CA

- Concentration in graphic design and desktop publishing

## WHAT OTHERS HAVE SAID

### **Billy Thompson, Icarus Studios, May 5, 2010**

- *Dale is a very outgoing coworker, diligent and took time to help others. He has a great eye for detail and would be an excellent candidate for any gaming company.*

### **Atticus Evil, Icarus Studios, Feb 22, 2010**

- *Dale's experience makes him professional and effective. He is a valuable asset to any team he joins.*

### **Reid Kimball, Ritual Entertainment, July 29, 2007**

- *With little resources to work with, he demonstrated ambition and creative problem solving skills.*

### **Dr. Aaron C. Clark, North Carolina State University, Sep 19, 2006**

- *His ability to adjust, learn quickly, and be productive are assets any company would be proud to have in an employee.*

### **Dr. Alice Y. Scales, North Carolina State University, Sep 19, 2006**

- *Dale's work ethic as well as the quality of his work was far superior to most students that I have taught. ... I cannot give him anything but the highest recommendation.*

## PROFESSIONAL SOCIETIES

- Epsilon Pi Tau, Honor Society for Professions in Technology, 2005 – 2006
- International Game Developers Association, 2005 – present

## INTERESTS

I am passionate about video and computer games. I own a PS2 and PS3, though I am very picky about what games I play on them, given my limited game play time each week. My owned games are comprised of about 20% console and 80% computer games. Some of my favorites include the Final Fantasy series, Advent Rising, Left 4 Dead, UT2004, and Sol Survivor. I have a small personal collection of vintage NES and SNES games. I also love to hike, travel, and tinker with my PC (my video card is water-cooled). Lastly, I am a musician and play bassoon semi-professionally.