

Ted McIlwain

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Experience & Titles

Level Designer at Digital Extremes

November 2010 - **Present**

Warframe

December 2012 - Present

- Designing and implementing Procedural level environments, gameplay objects and mechanics.
- Working closely with artists to take levels to a final production state.
- Using proprietary visual scripting to create unique mission objectives.
- Dressing own level areas with models.
- Given technical role to ensure functionality and cohesiveness among levels.

Halo 4 - Spartan Ops & Crimson DLC, Level Designer

July 2012 - December 2012

- Designed and implemented Multiplayer level for Crimson Mappack.
- Worked closely with artists to take level to a final production state.
- Used proprietary scripting language & World Editor to implement Spartan Ops multiplayer co-operative missions.
- Dressed own mission areas with props.
- Used proprietary AI tools/scripts to create combat encounters for missions.
- Worked closely with internal departments and 343 Industries to create the best experiences.

Star Trek: The Game, Level Designer

November 2010 - July 2012

- Designed and implemented a variety of story based CO-OP missions.
- Used a proprietary visual scripting tool to implement design and combat encounters.
- Worked closely with programmers and artists to ensure cohesiveness throughout the missions.
- Designed, prototyped, and helped implement multiple features including gameplay

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mechanics, AI mechanics, and mini games.

Voluntary Experience

Counter-Strike Professional Modification, Level Designer

<http://cspromod.com>

March 2007 - June 2011

- Created 2 new original competitive multiplayer maps.
 - Recreated 4 Counter-Strike original levels for competitive play.
 - Managed level art pipeline and animation scripting.
 - Created environment art to set dress the levels.
 - Worked with team members to complete game milestones.
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Design Abilities

- **Games Experience:** Pre-production/Prototyping/Production experience in level design, mini game design, and level art.
 - **Level Design:** Systemic and Linear levels/missions, CO-OP, patrols/living worlds, white-boxing, visual scripting, and working with Technical Designers to develop and implement level logic. Competitive FPS multiplayer level design. Levels used in online league play for Counter-Strike.
 - **System Design:** Vehicles, Combat, AI and Boss fights.
 - **Level Performance:** Oversee and manage issues regarding level performance, asset setup & usage, and streaming.
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Software

- **Applications:** Adobe Creative Suite, Autodesk 3DSMax & Maya
 - **Engines:** Evolution Engine, Source, UDK, Halo
 - **Other:** Microsoft Office Suite, Perforce, SDWin
 - **Languages:** Lua, Halo Script
[Basic understanding of C, C++, C#]
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Education

- **International Academy of Design & Technology** - Toronto, ON
September 2007 - March 2009
Video Game Design and Development Diploma
- **St. Patrick High School** - Thunder Bay, ON
Graduated 2004
Completed Grade 12