



DEMITRIUS J. PENNEBAKER

Technical Designer

demitriuspennemaker.com

678.754.4068

demitriusjp@gmail.com

SELECT SKILLS

DESIGN

- Unreal Editor 4
- Unreal Editor 3
- CryEngine 3
- Hammer Editor
- Unity
- Environment Design/Lighting
- Technical Documentation
- Perforce
- Jira

SCRIPTING

- Blueprint
- Kismet
- LUA
- Unreal Script
- Flow Graph
- Action Script 3
- Valve Hammer Script
- C#
- JavaScript

ART

- Matinee
- Unreal Material Editor
- Unreal Particle Editor
- Adobe Photoshop
- Autodesk 3DS Max/Maya

OTHER

- Microsoft Office Suite
- Adobe Flash
- Security Clearance Pending

EXPERIENCE

Cubic – Teams of 5-200

Game Content Designer

UE4 Rapid Prototype Demos – October 2013 to Present

Work Done: Designed/implemented gameplay, functionality, cut scenes, effects, and HUD/UI elements in Unreal 4, using Blueprint, Matinee, Cascade, the material editor, and UMG. Worked closely with artist, programmers, and animators to complete deliverables to AAA standards within 1-4 week deadlines, trained new hires, presented work at industry trade shows.

Projects Info: Unreal 4, rapid prototype demos which train players to disarm explosive devices (for NATO), and operate military jets. Secret clearance pending for March, 2015.

2K Marin – Team of 175

Cinematic Scripter/Designer (Contract, Shipped AAA Title)

The Bureau: XCOM Declassified – March 2013 to July 2013

Work Done: Scripted and implemented animations, effects, camera work, and integrated gameplay for multiple significant cut scenes and in-game scripted events in UE3 Kismet and Matinee. Worked closely with designers, programmers, and animators.

Game Info: Squad-based 3rd person shooter with 1950's alien invasion theme. Unreal Engine game featuring squad and cover-based combat, and customizable team members with unique abilities.

Volition – Team of 200
Quality Assurance Analyst (Shipped AAA Title)
Saints Row – May 2006 to August 2006

Work Done: Quality assurance testing (UI, single player, multiplayer, localization).
Game Info: Action sandbox game with gang theme for Xbox 360.

Crucible Entertainment (Indie) – Team of 3
Game Designer, Scripter, FX Artist (Indie)
Kensho(Adrift) – December 2012 to Present

Work Done: Created original concept, scripting in JavaScript (initial Unity prototype), 2D/3D art, HUD/UI, effects using Cascade, Shuriken, Maya, Photoshop.
Game Info: Indie mobile space navigation game. Effects-heavy, physics-based, 2D Unreal 4 game with *Lunar Lander* style controls, gravity from white dwarves and black holes, limited fuel resources.

The Guildhall at Southern Methodist University – Individual project
Scripter/Developer (Student)
Engemmed – May 2012 to November 2012

Work Done: Designed and scripted all content in Action Script 3, player data tagging and tracking, scripted particle effects, created art in Photoshop.
Project Info: Flash and AS3-based thesis artifact. Testers click gems with different feedback schedules, testing value of operant conditioning in games.

The Guildhall at Southern Methodist University – Team of 15 students
Level Designer (Student)
This Is You and Me – October 2011 to May 2012

Contributions: Area/puzzle design, Landscape, BSP, and Kismet scripting (Level 1: Area 4 and Level 2: Area 2), design documentation, custom particle effects (Glove of Blasting and Ground Pound).
Game Info: UDK companion game in set in the woods as seen through a child's eyes.

EDUCATION

Masters of Interactive Technology, Level Design concentration
The Guildhall at Southern Methodist University – Plano, Texas
January 2011 to December 2012

Bachelor of Fine Arts, Interactive Design and Game Development concentration
Savannah College of Art and Design – Atlanta, Georgia
October 2006 to October 2009