

Evan John Reynolds

248-254-2261

Personal Email:

ejreynolds@skyterragames.com

Dedicated *Game Designer* involved with multiple game projects.

Effective communicator, Marketer, with 50,000 active page views on game review blog
www.skyterragames.com/blog

Experience with multiple game design programs.

- Unreal Engine 3
- Unreal Engine 4
- Unity
- Project Spark
- CryEngine

Strong understanding of game design fundamentals, practices and implementations.

SKILLS

Game Engine Software
UDK 3
Unreal Engine 4
CryEngine
Unity

Design Skills
Level Design
Game Mechanics
Gameplay Balancing
Interactive Writing
Design Documentation

Professional Skills
Team Management
Self-Motivation
Effective Communication
Detail Orientation
Organization
Problem Solving
Time Management

PROJECTS

Dia De Los Dinosaurios

Date: 2/3/2014 – 8/12/2014

Game Type: Platformer

Title: Game Designer/ Level Designer

Summary: Set In a world that takes its design cues from both dinosaurs and the Mexican holiday “ Dia de los Muertos”

Responsibilities:

- ❖ Designed: Level Design Layout, and Documentation
- ❖ Team Management
- ❖ Great Team Co-Operation
- ❖ Level’s Created : Puzzle Level and Catapult Level

NanoRobo Project

Date: 5/20/2014 – 7/2/2014

Game Types: Platformer

Title: Game Designer/ Level Designer

Responsibilities:

- ❖ Designed: Documentation, Paper Map, and Level Design
- ❖ Pixel Art Assets and Character Creation

Nano Virus - SkyterraGames.inc

Date: 6/2/2011- 3/30/2014

Title: Lead Game Designer

Summary: set in a future world of the year 20XX in a futuristic city of Fortunia.

The tone of the game is a dark setting where it goes from a dark twisted feeling to a sort of uplifting feeling when you have succeeded from saving an innocent person from the clutches of a Corruptus.

Game Type: Action/ RPG

Responsibilities:

- ❖ Game Documentation
- ❖ Level Design Layout
- ❖ UE4 Blueprint for 3rd Person In-game Camera and 1st person In- game Camera

EDUCATION

University of Advancing Technology Tempe, Arizona

Degree: B.A. in Game Design

Grad Date: December, 2014

Class Highlights: Advanced level design, AI concepts, game production studio, documenting gamedesign workshop, writing for interactive games, 2D design in games, business in gaming, 2D design with Adobe Photoshop

EXPERIENCE

Indie Game Source: Community Manager

February 2014 - Present

- ❖ 35 Active forum post
- ❖ Profile Views 27
- ❖ To increase Companies reputation by boosting traffic to the forums
- ❖ Research Indie Games to supply writers

Meijer's: Environmental services, client service, team member

2007-2008

How this helped:

- ❖ Communicate Effectively with 18 Team members
- ❖ Took the initiative to aid teammates when possible
- ❖ Accomplished Task while honing good communication skills
- ❖ Leader when necessary and keep everything organized

Sweetie Pies Bakery and Catering: Environmental Services Manager

2008-2010

How this helped:

- ❖ Learned how to work well with a team
- ❖ Learned how to manage team and delegate task with everyone