

# DAVID MARHAL, BA, MDM

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## Experience

### **Silicon Knights** August 2010 – Present

#### X-MEN DESTINY – XBOX 360, PS3, Wii (ACTING LEAD LEVEL DESIGNER)

- Designed and implemented content throughout all eight campaign missions.
- Scripted encounters, cameras, objectives, checkpoints, map UI, and NPC conversations.
- Prioritized and assigned bugs to other designers, and managed the loading of each level's content.
- Worked closely with code and art teams to improve tools, systems, and gameplay.

### **Relic Entertainment** May 2009 – August 2009

#### DAWN OF WAR II: CHAOS RISING – PC (LEVEL DESIGN)

- Designed and implemented a single player campaign mission, Legis Uprising.
- Scripted combat encounters, camera movements, and mission objectives using Lua (SCAR).
- Designed directional combat cover and object placement using Relic's 3D World Builder tool.

#### DAWN OF WAR II – PC (ASSISTANT PRODUCER)

- Assisted production plan development, created and delivered external builds, developed patch notes.
- Supported community message boards, wrote PR blog posts, updated localization data.
- Submitted bugs and updated the bug database, and updated internal documentation.

### **Centre for Digital Media & Microsoft Game Studios** December 2009 – April 2010

#### WOMP! – XBLA *An indie title and winner of Best Student Videogame (Canadian Videogame Awards).*

- Designed levels, integrated art assets, implemented and designed gameplay features.
- Created environmental obstacles, enemy types, bonus items, contributed to UI design.

### **Centre for Digital Media & Translink (Vancouver Transit Authority)** September – December 2009

#### CARBON CHAOS – iOS *An action-puzzle game for the iPhone and iPod touch.*

- Designed gameplay, map level and UI, implemented gameplay features and scoring feedback system.
- Carried out production duties: prioritized and assigned tasks, maintained a feature and bug task list.

### **Centre for Digital Media** 2008 – 2009

#### NEWTONIAN DROP – PC *An educational physics-based Source-mod.*

- Designed 3D level environments and interactions, implemented scripted sequences using Hammer.
- Scripted and designed physics-based puzzles, minigames, and platforming environments.

#### WITHOUT A TIME LIMIT – PC *A narrative-driven single player adventure created in Unreal 3.*

- Designed Levels, integrated assets, designed and scripted cinematic and death systems.
- Created custom scripted sequences, gameplay logic, coordinated a team of three other level designers.

#### THE BOOTY BANDIT – PC *An ELAN award nominated game where players fly around obstacles on a 3D globe.*

- Designed flight-based gameplay, implemented gameplay features and UI, tested for bugs.
- Designed control scheme and metagame, implemented additional camera functionality.

### **ACT International, Geneva, Switzerland** 2006 – 2007

#### WEBMASTER/COMMUNICATIONS – *designed and developed a new website for the organization.*

- Created ACT's new web identity using a CMS, ran a seminar in the Democratic Republic of the Congo.

## Education

### **Centre for Digital Media – Great Northern Way Campus, Vancouver, British Columbia**

September 2008 – April 2010

- Graduated with a Master's Degree in Digital Media.
- Part of the University of British Columbia/Simon Fraser University/Emily Carr Institute of Art/British Columbia Institute of Technology.

### **McMaster University, Hamilton, Ontario**

September 2003 – June, 2008

- Graduated Summa Cum Laude.
- Multimedia/Geography Double Major, Bachelor of Arts Honours Program.

## Skills

### **Tools**

- SK Editor (Proprietary)
- Hammer (Source)
- World Builder (Proprietary)
- Unity 3D
- Torque X 2D
- 3D Studio MAX
- Adobe Suite
- Perforce
- DevTrack
- Unreal 3 Editor

### **Scripting / Languages**

- Visual Scripting (Kismet)
- XML
- CSS
- Lua
- HTML
- JavaScript

### **Development**

- Excellent written and verbal interdisciplinary communication/documentation
- Time management, prioritization and conflict resolution skills
- Game design skills and cognizance
- Experience using Scrum and Agile development methods
- Encounter design, level flow and scripting
- 3D and 2D level design
- User Interface design

## References

- Zac Alcampo – Combat Designer, Silicon Knights. zalcampo@hotmail.com
- Kyle Kotevich – Designer, Ubisoft Toronto. kkotevich@gmail.com
- Dave Elton – Creative Director, Silicon Knights. Dave.elton@me.com

## Interests

Video games, literature, writing, cartooning, graphic novels, social media, graphic design, film editing, independent music, digital distribution, animated shorts, bicycling, swimming, hiking, traveling.