

CRAIG SIMON

Level Designer

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Career Highlights

- Ten years of professional experience at Electronic Arts - Visceral Studio
- Significant contributions to Game and Level Design across many Visceral projects
- Game Design tools expert using Frostbite and Renderware based tools
- 15 years creating SP and MP community levels as hobby for various games

Computer Proficiency: FrostEd, UnrealEd, QERadiant, Hammer, Perforce, Tableau, Visual Studio, Jira, Visio, Photoshop, Excel, PowerPoint, PHP, HTML, CSS, SQL.

Career History

Sr Quality Analyst, Electronic Arts - Visceral

2006 – Present

Latest unreleased Visceral project

- Contribute to level design and bug fixing
- Solve complex design problems with clean scripting that is efficient to build upon
- Design, document, and share design standards and tool techniques
- Build test gyms AI and game mechanics for use by Dev, QA, and automation
- Create What-Good-Looks-Like powerpoints with commentary and video examples

Battlefield: Hardline

- Concepted and assisted in designed Bloodmoney multiplayer game mode
- Contributed ideas for gadgets and weapons
- Created elaborate fully functional unshipped MP levels

Dead Space 2

- Created design block-out which inspired snow cliff/ cave levels
- Fixed bugs and set up props in scenes, enemy spawns, and combat scripting
- Created demonstration level with the game's first creature vs. creature combat
- Concepted MP the DS2 shipped game mode - player vs. creature combat

Previous Projects

Battlefront 1&2, Battlefield 4&1, Dante's Inferno, Godfather 1 & 2, and Dead Space 1, and Hellgate: London, Spore, Simpsons

Half-Life 2 Single Player level - 45 min puzzle driven experience

- Website reviews: <http://www.runthinkshootlive.com/posts/craigs-world/>
- Youtube playthrough video: <https://www.youtube.com/watch?v=kfPyfq8qLzk>

Education

BA Economics, San Diego State University

2004

AA Liberal Arts and Sciences, Cabrillo College

2002