

David Vargo

Level Designer/Architect

1759 Beloit Ave #412 Los Angeles, California 90025 281-235-9327 dcvaro1@yahoo.com www.vargodesign.com

Skills

Level Editors: Hammer, Radiant (CoD, DoomEdit, Gtk), UnrealEd (3, 2004), NCsoft Proprietary Editor

Environmental Modeling and Texturing Tools: 3DS Max and Photoshop

Scripting: Text-based (DoomScript) and Menu-based (Kismet/Hammer) scripting methodology

Production Tools: Word, Excel, PowerPoint, Project, and Perforce, Tortoise SVN (Source Control)

Traditional Art Skills: Drawing, Photography, and Model building

Architectural Modeling Tools: SketchUp, AutoCAD, VectorWorks, and MicroStation

Experience (Game Industry)

Level Builder

January 2010 – Present

Treyarch, Los Angeles, California

Call of Duty: Black Ops (XBox360/PS3/PC/Wii)

Genre: First Person Shooter (Single Player)

- Responsible for 4 maps at various stages – design conception, documentation, blockout, initial art pass, playtest sessions, final art pass, and optimization
- Reworked and strengthened map pacing/pathing, improved spatial layout in combat scenarios, utilized knowledge of real-world construction to enhance map environments
- Assisted on Wii branch during optimization phase; Investigated future processes to achieve version parity

Level Designer/Builder

March 2009 – December 2009

Raven Software, Middleton, Wisconsin

Unannounced Project (XBox360/PS3)

Genre: Third Person Action (Single Player)

- Designed architectural layout of art/design test maps; Collaborated with art team on aesthetic direction
- Responsible for blockout and scripting of GreenLight map; Coordinated with artists on level construction

Singularity (XBox360/PS3/PC)

Genre: First Person Shooter (Single Player)

- Responsible for blockout, scripting, polish/optimization on *Canals* map and assisted on related region map
- Reviewed and strengthened encounters, puzzle design, and narrative threads within existing map layouts
- Directed actors and choreography during mocap sessions for assigned maps

Level Designer

June 2008 – September 2008

Certain Affinity (Contract), Austin, Texas

Call of Duty: World at War (XBox360/PS3/PC)

Genre: First Person Shooter (Vehicle Multiplayer)

- Responsible for building, texturing, prefabs, scripting, polish/optimization of the multiplayer map, *See/ow*; Revised map layout from single player map source to improve map flow, sight lines, and landmarks
- Coordinated and reviewed Art Department's involvement on *See/ow* to maintain visual quality and gameplay performance
- Supported Design Department on additional mapping/environmental art to achieve scheduled milestones

David Vargo

Level Designer/Architect

1759 Beloit Ave #412 Los Angeles, California 90025 281-235-9327 dcvargo1@yahoo.com www.vargodesign.com

World Builder

July 2006 – March 2008

NCsoft/Destination Games, Austin, Texas

Tabula Rasa (PC)

Genre: Sci-Fi Massive Multiplayer Online Role Playing Game

- Created 9 unique instance maps for various locations within game along with accompanying design documentation; *Eloh Vale* map was highly praised as a favorite among player community and reviewers
 - Contributed to art pipeline by modeling, texturing, and optimizing 8 new environmental models
 - Publication – RPG Vault/ IGN.com, January 2008 – Interview on design process for the map *Fault Lever*
-

Guildhall Student – Level Design

January 2005 – June 2006

The Guildhall at SMU, Plano, Texas

Shantytown (Half-Life 2 Mod/ Team Project)

Genre: Adventure

- Created detailed level layout drawings to facilitate blockout of initial prototype
- Produced a visual blockout on own initiative to communicate environmental atmosphere of Level 1
- Modeled and textured 6 world objects; composed 60 models in Ellie's and Fuel Yard house interiors

Blood Ritual (UT2004 Mod/ Team Project)

Genre: First Person Shooter (Multiplayer/CTF)

- Managed 15 member team (artists, level designers, and programmers) as Team Lead
- Publication - Level Design Documentation exemplary displayed on Guildhall website
- Publication – The Games Machine magazine (Italy), January 2006 – Article on mod
- Honor – 2006 IGF Mod Competition submission – Select sponsorship by the faculty to represent school

Experience (Architecture)

Visiting Assistant Professor

January 2004 – May 2004

Prairie View A&M University – School of Architecture, 2nd and 4th year Design Studios

Project Architect/Manager

May 2000 – December 2003

Carlos Jimenez Studio, Houston, Texas

- Honor – AIA Houston 2007 Design Award – Honor Award for Rice University Library Service Center
- Publication - ARCHITECTURE magazine, June 2002 – Cummins Southern Plains Facility
- Supervised and coordinated 2 large scale projects notable for high profile clients (university/commercial)

Staff Architect

Rey de la Reza Architects, Inc., Houston, Texas

June 1998 - May 2000

Philip Ewald Architecture Inc., Houston, Texas

June 1993 - March 1998

Education

The Guildhall at SMU, Plano, Texas

July 2010 / June 2006

Masters of Interactive Technology in Digital Game Development
Certificate of Digital Game Development, Specialization in Level Design

University of Houston, Houston, Texas

May 1993

Bachelor of Architecture, Minor in Philosophy