

Dallas Chavis

Level Designer/World Builder

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Portfolio: <http://dchavisld.weebly.com/>

**Level Design Skills**

Level Block-out

Lighting

Version Control (Perforce)

Modified SCRUM

Visual Scripting

Concepts

Cinematic Creation

Documentation

World Builder

Encounter Creator

**Engine/Software Experience**

Microsoft Office Suite

Tortoise SVN

Perforce

Kismet

Matinee

Maya 2011, 2012, 2016

Match Mover 2012

3DS Max 2012

Photoshop CS4 & CS5

Illustrator

CryEngine 3 Mod Gears of War Editor Source Engine

Unity

Torque X

RAD Tools (Proprietary)

Unreal Development Kit 3 (UDK)

Garden Creation Kit (GECK)

Unreal Tournament 3 (UT3)

Dungeon Defenders Editor

Unreal Engine 4 (UE4)

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**Ready At Dawn Studios (RAD)**

Junior Level Designer

Dec 2015 – Aug 2017 (1yr 8mo)

*Lone Echo (VR Oculus + Touch)*

*Echo Arena (VR Oculus + Touch)*

* Designed all tutorial level environments and gameplay
* Designed gameplay beats for first act of Lone Echo (inside space station)
* Implemented gameplay for both exterior Satellite missions
* Implemented gameplay for second and third act of Lone Echo
* Implemented tutorial levels into Echo Arena
* Designed tutorial introduction for Echo Arena’s lobby area

**Team Game Projects**

***Voodudes***

3rd Person Action

Level Designer

UDK

5 months

* Designed the layout of the Market District level including encounters, hazards, cinematic movies, kismet sequences and lighting
* Modified props in Lafayette Cemetery graveyard area
* Added props to certain areas in the Residential level

***Rooty Isles***

1st Person Shooter

Lead Level Designer

UDK

5 months

* Created and propped Thornsoul and Saladon flag base isles
* Created small isles to act as stepping stones between larger isles

***Reckonin of Rocket Ronnie***

2D Platformer

Level Designer

Torque X

1 month

* Designed a tutorial level teaching players the basics controls of the game
* Designed a tutorial level teaching players hazardous of the game
* Designed two tutorial level teaching players special game mechanics

**Level Design Projects**

***Stranded Factory***

Gears of War

1 month

***Mining Site OSL57***

UT3

1 month

***Hairston Cemetery***

Gears of War

1 week

* Designed a creepy cemetery atmosphere using lighting, particles and sounds
* Main focus was to create a polished visual space with some combat
* Designed a combat arena based on an abandoned factory visual theme
* Scripted environmental hazards for players to close Emergence Holes quickly
* Designed a multiplayer level based on the famous Quake DM–17 level
* Created a unique tropical visual theme around an industrial visual theme
* Designed new path options and level flow through environment



* The Guildhall at SMU in Plano, Texas

Dec 2015

* + Masters of Interactive Technology
  + Attended Fall 2011 – Spring 2013
* University of Texas at Dallas in Richardson, Texas

May 2011

* + Bachelors of Arts and Technology
  + Attended Fall 2008 – Spring 2011
* Collin County Community College (Collin College) in Plano, Texas

May 2008

* + Associates of Science
  + Attended Fall 2004 – Spring 2008