

CRAIG M. BERNARDO

GAME DESIGNER

Portfolio: www.craigbernardo.com

Email: craig@craigbernardo.com

SKILLS

- BSP block-out and detail geometry
- Lighting
- Optimization
- Level and gameflow planning
- Gameplay / trigger systems
- Enemy placement and pathing
- Scripting
- Concept and Design documentation
- Asset & Development planning

SOFTWARE

- **Level Editors** – UnrealEd, Radiant, Hammer World Editor, Aurora Toolset and CLOE (Volition proprietary software).
- **Environmental Modeling and Texturing Tools** – 3dsMax 6, Photoshop CS.
- **Scripting** – Proficient with menu-based (Hammer-style) scripting methodology.
- **Organizational** – MS Office; Word, PowerPoint, Excel, Outlook, Visual Studio, Project, Perforce and Source Depot.

PROFESSIONAL EXPERIENCE

CERTAIN AFFINITY

2009 – Present

CALL OF DUTY: BLACK OPS

- Created “Crisis” multiplayer map. Responsible for creating level design document, block out of map, designer lighting pass, portaling and placement of all gameplay assets.

CALL OF DUTY: WORLD AT WAR DLC 3

- Worked with designer on “Revolution” multiplayer map. Created all skybox scenes. Created themes for 5 interiors. Detailed interior and exterior spaces. Placed props for cover and flow.

VOLITION

2006 – 2009

RED FACTION: GUERRILLA

- Designed and built 15 single player zones, including the XBL downloadable demo and tutorial map. (RFG consist of 40 zones, 22 missions and 93 activities.)
- Created areas for:
 - 7 Missions
 - 41 Activities
 - 4 High Priority Targets (Diversions)
- Created 6 of the 8 safehouse areas
- Placement of 300 crystal ore for mining diversion. (salvage collection and XBL achievement)
- Scripting using Volition's proprietary software

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LEVEL DESIGNER

craigbernardo.com

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RED FACTION: GUERRILLA CONTINUED

- Polish work and bug cleaning on 12 more maps in unfinished state during end of production and post production period
- Wrote documentation in preproduction

GEARBOX SOFTWARE – Internship (Lip Sync Localization)

2004

BROTHERS IN ARMS: ROAD TO HILL 30

- Was contracted to convert English to Italian lip-syncing using Microsoft Speech Recognition Engine 4.0 for Brothers in Arms
- Gameplay tested first three levels of game providing detailed feedback to developers at the request of producer

EDUCATION

THE GUILDHALL AT SMU, Dallas, Texas

Graduate certificate in Digital Game Development with a specialization in Level Design,
December 2005