

CRAIG BERNARDO

LEAD LEVEL DESIGNER

www.craigbernardo.com

craig.bernardo@gmail.com

SKILLS

- Level Design Team Lead
- Design Documentation
- Level and Game Flow Planning
- Asset and Development Planning
- BSP Blockout and Texturing
- 3D Modeling
- AI Placement and Pathing
- Gameplay / Trigger Systems
- Scripting
- Optimization

SOFTWARE

- **Level Editors** – Creation Kit, id Tech, Crytek, RaD Tech, CoD Radiant, Bungie Tech, Volition RFG World Editor, Unreal, Hammer, and Aurora Toolset
- **Graphical** – 3DSMax, Maya, PhotoShop and Illustrator
- **Scripting** – Proficient with menu-based scripting methodology
- **Data Management** – Perforce, Source Depot and Visual SourceSafe

PROFESSIONAL EXPERIENCE

BETHESDA GAME STUDIOS, AUSTIN

May 2018 - Present

FALLOUT 76, WASTELANDERS AND ALL STORY CONTENT PATCHES

- Lead Level Designer
- Co developed Fallout 76 with Bethesda Maryland Studio. Created 70+ locations that supported countless Quests. Responsible for creating level design documentation, build-out of maps to a polished state. Wrote lore notes and terminals, placed traps, lock pick assets, loot, workbenches and scripted combat scenarios. Worked with Environment Artists throughout art process and finished out the project play-testing all locations, providing feedback and fixing bugs.
- Lead a team of 3 LD's in Austin and mentor a team of 5 LD's at Double 11 who have been creating content for our game since 2020. Work closely with the Quest Design Lead and Environment Art Lead. Review levels and provide feedback daily. Schedule and conduct monthly one on one meetings with LD's. Work closely with several Producers in scheduling meetings, reviews and updating the roadmap. Schedule Sprint tasks for the build out of the game. Maintain information on Confluence.

BATTLECRY

July 2014 – May 2018

DOOM DLC 1, 2 & 3

- Worked closely with id Studios and created multiplayer maps for Downloadable Content. Responsible for creating level design document, 2D layout, blockout of map in id Studio Editor. Placed all gameplay assets. Play tested daily and iterated map for best possible results on all multiplayer gameplay modes. Worked with id Artist throughout art process and finished out the project fixing bugs.

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BATTLECRY

- Created "Ironclad" a 16 vs 16 multiplayer map for the game BattleCry. Responsible for creating level design document, 2D layout, blockout of map in Crytek Editor. Placed all gameplay assets. Play tested daily and iterated map for best possible results on all multiplayer gameplay modes. This project was hauled in October 2015.

READY AT DAWN

October 2012 – July 2014

THE ORDER: 1886

- Lead Level Designer
- Lead duties. Manage 4 Level Designers. Helped create and facilitate a better workflow. Co-created and documented Level Design Process with Lead Environment Artist and Lead Scripter. Authored several documents and spreadsheets used for templates and macros. Review levels and provide feedback daily. Schedule and conduct monthly one on one meetings with LD's. Coordinate daily with other departments to ensure content is being pushed through the pipeline and its status is visible to the team. Work closely with several Producers in scheduling meetings, reviews and updating the roadmap. Schedule Sprint tasks for the build out of the game. Planned, set up, ran and compiled feedback data for all focus test sessions. Maintain information on the Wiki.
- Level Design duties. Created first 2 levels, the end of the 4th level and bits and pieces of the end of the game. Owned all levels that were purely cinematic driven, no gameplay. Created the following documents for those areas: Timeline, Walkthrough, VO Breakdown, Cinematic List, and Checkpoint List.

CERTAIN AFFINITY

May 2009 – May 2012

HALO 4

- My role was Level Design Coordinator for Forge World on this project. Created several multiplayer maps from documentation phase to optimization, final polish and bug fixing. Lead 2 LD's in creating original layouts. Worked with Lead Designer and Producer on new Forge World features. Created unique modular assets for player map creation tool.

HALO: COMBAT EVOLVED – 10TH ANNIVERSARY

- Created Fire Fight co-op map "Installation 04" and multiplayer map remake "Battle Canyon". Responsible for importing the original Battle Creek map into the Reach engine. Set up all gameplay modes. Used 3DS Max for iterating geo, texturing, lighting and portaling. Finished out project as only designer on the team from final stages to gold. Responsible for all 6 MP maps plus 6 remake variants for the last 3 milestone of the project. Resolved a bulk of the overall design bugs. Led 4 testers in managing 6 Halo Classic variants.

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HALO REACH – DLC 2 - DEFIANT MAP PACK

- Created multiplayer map "Highlands" for "Defiant" map pack DLC 2. Responsible for creating level design documents and 2D layout. Used 3DS Max for blocking out maps, texturing, lighting and portaling. Set up all multiplayer gameplay modes. Playtested and iterated map for best possible results for all multiplayer gameplay modes.

CALL OF DUTY: BLACK OPS - RELEASE AND DLC 1 FIRST STRIKE MAP PACK

- Created multiplayer maps "Crisis" for release, and "Discovery" for DLC1. Responsible for creating level design documentation, block out of map in CoD/Radiant, 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

May 2006 – May 2009

RED FACTION: ARMAGEDDON

- Worked during preproduction phase on project for 3 months. Created several prototype maps. Wrote tutorial document and trained 4 designers on how to use the world editor.

RED FACTION: GUERRILLA

- Designed and built 15 single player zones, including the XBL downloadable demo and tutorial map. (RFG consists of 40 zones, 22 missions and 93 activities.)
 - Created areas for 7 Missions, 41 Activities, and 4 High Priority Targets.
- 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.
- Polish work and bug cleaning on 12 more maps in unfinished state during end of production and postproduction period.

GEARBOX SOFTWARE – Internship (Lip Sync Localization)

November 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. Playtested first three levels of game providing detailed feedback to developers at the request of the producer.

EDUCATION

THE GUILDHALL AT SMU, Dallas, Texas

June 2004 - December 2005

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