Richard Pau

Level Designer   626.384.8802

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QUALIFICATIONS

- Shipped titles on Xbox One, Xbox Series X, Playstation 4, Playstation 5, PC, Stadia
- Creating level layouts, building open world environments and layout traversal
- Developing objectives, creating puzzles, scripting objectives/objects
- Participated in leadership and mentorship roles
- Environments/Props/Rigging/Animation/Lighting
- Specialized in creating 3D Models (low-poly / high-/poly), UVs, Textures, Material Shaders
- Skilled in 3D Studio Max, Maya, Zbrush, Photoshop, Illustrator, Substance
- Game Engine Experience: Unreal Engine 3, Proprietary

WORK EXPERIENCE

Crystal Dynamics, *Redwood City CA*   **January 2016 – Present**
Level Designer

"The Avengers" *(PC, Playstation 4 and 5, Xbox One and Series X, Stadia)*
- *Collaborated development on procedural interior level spaces*
- *Experimented with AI and combat setups*
- *Brainstormed, conceptualized and laid out game play activities*
- *Built several levels, layouts, game objectives and side quest activities*
- *Shaped out traversal elements, built out traversal paths for all heroes*
- *Create, balance and maintain Warzone levels/missions*

"Shadow of the Tomb Raider" *(PC, Xbox One, Playstation 4, Stadia)*
- *Created gyms to develop puzzle mechanics for the game*
- *Explored and created game objects to develop possible puzzles and mechanics*
- *Brainstormed, conceptualized puzzle layouts and flow*
- *Built level types: traversal, puzzles and connectors*
- *Integrated cells, portals and occluders for game performances*

"Rise of the Tomb Raider DLC" *(PC, Xbox One, Playstation 4, Xbox 360)*
- *Content creation of exterior and interior level layouts for a procedural generating level system*
- *Object creation (pick up items)*
- *World built and set dress procedural environments, caves and crypts*
- *Worked with other designers to create levels supporting different game types (score challenge mode)*

Crystal Dynamics, *Redwood City CA*   **December 2013 – January 2016**
Associate Environment Artist

"Rise of the Tomb Raider" *(PC, Xbox One, Playstation 4, Xbox 360)*
- Create and optimize assets/textures/materials
- Worked with Designers/Artists develop city module kits
- World built and set dress hub environments, crypts and caves
- Integrated destructible objects
- Worked with Tech Artists to develop art optimization tools

"Lara Croft Temple of Osiris" *(PC, Xbox One, Playstation 4)*
- Asset creation, textures and materials
- Created level layouts and set dressed tombs and environments
- Constructed destructible and interact able objects
- Resolved graphic, level and game play bugs

References upon request

Deep Digital Design, *Los Angeles CA*   **January 2011 – November 2013**
Lead Artist

"In Ruins" *(PC)*
- Supervised and ensure quality from remote artists
- Preserved historical relevance of Japanese architecture, customs and culture for the project
- Worked closely with level designers on gray boxed levels
- Applied game dynamics: destructible/animated assets, animation blending technology
- General art tasks such as: Modeling, texturing, rigging, animating, and lighting

"Freeze-E Frosty's" *(PC)*   **April 2010 - December 2010**
- Developed and defined art style and pipeline
- Trained junior artists in workflow/pipeline, modeling and animating techniques/principles
- Expanded skill sets of art team in game engine, VFX, and animation
- Responsible for building and lighting all levels of the entire game
- Delegated in marketing/branding/marketing the game
- Tasked with modeling, texturing, rigging, animating
- Structured and maintained asset creation and shader network
- Assisted in creating and editing dialogue and sound effects for the entire game

"Exodus" *(PC)*   **June 2009 - March 2010**
- Collaborated work in level design
- Oversaw art quality of project, organized pipeline through "Scrum", and debugged/cleaned up assets
- Trained artists in texturing and modeling techniques
- General art tasks such as: Modeling, texturing, organizing and troubleshooting game content

"Starfall" *(PC)*   **April 2009 - June 2009**
- Modeled and textured assets and props
- Cleaned and touched up existing artwork

EDUCATION   **September 2011**
The Art Institute of California Los Angeles
Bachelor of Science in Game Art & Design
GPA - 3.4

AWARDS
Outstanding Achievement in Game Art and Design

References upon request