

Elisabeth A. Beinke

Portfolio: <http://bethbeinke.com>
Level Design Blog: <http://bethbeinke.com/blog>

Boston, MA

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EDUCATION

Bachelor's of Science in Game Development (IMGD) – Worcester Polytechnic Institute
 Focus: Level Design and 3D Art 2009

SKILLS

Editors/Engines: UDK, Titan Quest Editors, World Editor (Turbine), Seoul (Demiurge), Unity3d
Level Design: Terrain editing, heightmap painting, level design and flow, encounter design, BSP and blockout construction, model placement and decoration, AI pathing and behavior, low-poly model and textures, lighting, multiplayer and single-player balancing

Development Software: Perforce, Jira, Bugzilla, Test Track Pro, Confluence wiki, 3D Studio Max, Autodesk Maya, Adobe Photoshop, Adobe Illustrator, Microsoft Office Suite

Documentation: Paper level design and beat documentation, level design abstracts

PROFESSIONAL EXPERIENCE

Demiurge *Level Designer* CAMBRIDGE, MA

- Currently designing levels for Shoot Many Robots, a co-op, run-n'-gun RPG. 2010 - Present
- Creating paper designs, blockouts in 3DS Max, XRef art assets into scenes, placing and balancing single/multiplayer enemy spawns, managing ini files.

Turbine *In-Game Support* WESTWOOD, MA

- Consistently exceeded standards and expectations for customer support. 2009 - 2010
- Wrote up walkthroughs and In-Game Support specs for over 50 quests.
- Playtested and bugtested upcoming content, including LOTRO F2P.

Turbine *World Builder Design Intern* WESTWOOD, MA

- Designed the new guild halls for *Mines of Moria*. 2008
- Designed and balanced gameplay for several monster camps in Moria.
- Designed, decorated and balanced gameplay for several dungeons in Moria.

CONTRACT WORK

Owlchemy Labs *Level Design* WATERTOWN, MA

- Developed 6 levels for the iPad/iPhone game called *Snuggle Truck*. 2011

eBay *Level and Game Design* SAN JOSE, CA

- Developed 4 levels and contributed to core design on a data mining iPhone game called *Memory Dash*. 2009

PERSONAL LEVEL DESIGN PROJECTS (<http://bethbeinke.com/blog>)

Indecision *Titan Quest's Editor and Quest Editor* BOSTON, MA

- Created paper designs and beat progression documentation. 2011 - Present
- Sculpted and painted the design's terrain using Iron Lore's Editor
- Placed assets to create a sense of place in the level.
- Currently implementing the quest's design into the level using Quest Editor.

Dehmaria *Unreal 3 Editor* BOSTON, MA

- Created paper designs for a multiplayer CTF map for Unreal 3. 2010, 2011
- Greyboxed the design by using BSP and static mesh bases for playtesting.
- Textured, decorated, finalized the lighting, and executed gameplay elements.
- Development process and published map files can be found at my blog.

Red City, 7 Days of Development *Titan Quest's Editor* BOSTON, MA

- Created paper designs for a single-player quest 2010
- Sculpted an intricate terrain design with model placements
- Crafted indoor and outdoor spaces with distinctive lighting

REFERENCES: (phone numbers available upon request)

Josh Glavine – *Demiurge Lead Level Designer*

josh.glavine@demiurgestudios.com

Al Reed – *Demiurge Studio Director and Co-Founder*

al@demiurgestudios.com

Bart Simon – *Demiurge Lead Designer*

bsimon@demiurgestudios.com

Daniel Ouillette – *Turbine World Designer*

douillette@turbine.com