

Elisabeth A. Beinke

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

Boston, MA

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SKILLS

Editors/Engines: Unreal 3, Titan Quest Editors, World Editor (Turbine), Seoul (Demiurge)

Level Design: Terrain editing, level design and flow, encounter design, BSP and blockout construction, encounter scripting, multiplayer and single-player balancing

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

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

PROFESSIONAL EXPERIENCE

Irrational Games (Bioshock: Infinite) *Level Designer* QUINCY, MA
2012 – Present

- Designing and scripting combat sequences.
- Scripting narrative and non-combat scenarios.

Irrational Games (Bioshock: Infinite) *Level Design Assistant* QUINCY, MA
2011 – 2012

- Assisted level designers in production maps. This includes scripting, minor AI encounters (both in combat and non-combat scenarios), and more.
- Created and prototyped scenarios used to test and iterate on new tech.
- Created maps used in usability testing.

Demiurge (Shoot Many Robots) *Level Designer* CAMBRIDGE, MA
2010 - 2011

- Created levels for *Shoot Many Robots*, a co-op, run-n'-gun RPG.
- Created paper designs, greybox blockouts, simple decoration placement, placed and balanced single/multiplayer enemy spawns.

Turbine (Dungeons and Dragons Online) *In-Game Support* WESTWOOD, MA
2009 - 2010

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

Turbine (Lord of the Rings Online) *World Builder Design Intern* WESTWOOD, MA
2008

- Designed the guild halls for *Mines of Moria*.
- Designed, decorated, and balanced gameplay for several quests in Moria.

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

Indecision *Titan Quest's Editor and Quest Editor* BOSTON, MA
2011 - Present

- Created paper designs and beat progression documentation.
- 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.

Dehnarria *Unreal 3 Editor* BOSTON, MA
2010, 2011

- Created paper designs for a multiplayer CTF map for Unreal 3.
- 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-Day Dev Cycle) *Titan Quest's Editor* BOSTON, MA
2010

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

EDUCATION

Bachelor's of Science in Game Development (IMGD) – Worcester Polytechnic Institute

Focus: Level Design and 3D Art

2009

REFERENCES: (phone numbers and emails available upon request)

Josh Glavine – Demiurge Lead Level Designer

Al Reed – Demiurge Studio Director and Co-Founder

Bart Simon – Demiurge Lead Designer

Daniel Ouillette – Turbine World Designer