

Elisabeth Beinke-Schwartz

Portfolio: <http://bethbeinke.com>
Email: ebeinke@gmail.com
Phone: (203) 434-4481

CREDITED GAMES

- * Call of Duty: Modern Warfare Remastered * DOOM (2016) * Mafia III
- * Bioshock Infinite * Bioshock Infinite: Burial at Sea Ep 1-2
- * Bioshock Infinite: Clash in the Clouds
- * Shoot Many Robots * Lord of the Rings Online: Mines of Moria

SKILLS

Unreal Engine, Radiant, Max/Maya, Level Design, Encounter Design, Scripting, Narrative Design, MP + SP Encounters, Optimization

PROFESSIONAL EXPERIENCE

Certain Affinity (DOOM, CoD:MW Remaster, Mafia 3) Level Designer 2014 - Present

- Assisted id in the multiplayer development for *DOOM* (2016).
- Collaborated with Raven and Beenox on *Call of Duty: Modern Warfare Remastered*
- Designed, built, and iterated upon content for *Mafia III*

Irrational Games (Bioshock: Infinite, Burial at Sea) Level Designer 2011– 2014

- Designed and scripted combat + narrative sequences for the level “Finkton.”
- Scripted companion AI in a variety of dynamic scenarios and narrative scenes.
- Designed and scripted the level “Housewares” from the DLC *Burial At Sea Ep1*
- Designed and scripted the level “Columbia” from the DLC *Burial At Sea Ep2*.
- Scripted combat sequences for *Bioshock Infinite: Clash in the Clouds*.
- Created prototypes to test and iterate on new tech.

Demiurge (Shoot Many Robots) Level Designer 2010 - 2011

- Created levels for *Shoot Many Robots*, a co-op, run-n'-gun RPG.
- Created paper designs, greybox blockouts, arted environments, scripted and balanced enemy combats.

Turbine (Dungeons and Dragons Online) In-Game Support/GM 2009 - 2010

- Consistently exceeded standards and expectations for customer support.
- Playtested and bug tested upcoming content, including LOTRO F2P.

Turbine (Lord of the Rings Online) World Builder Design Intern 2008

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

SPEAKING ENGAGEMENTS

- | | | |
|---|--------------------------|--------------|
| • “SP vs MP Level Design: a Paradigm Shift” | GDC | 03/17 |
| • “Player-Focused Level Creation” | AAUGA Austin | 04/16 |
| • “Career Advancement Round Table” | TWIG Conference | 02/16 |
| • “What is Level Design?” | Game Worlds | 06/16, 07/15 |
| • “Introduction to Level Design” | Girls Who Code | 07/15 |
| • “Overcoming Impostor Syndrome” | IGDA Austin Microtalks | 05/15 |
| • “How to Garner and Apply Design Feedback” | Video Game Makers Unite! | 01/15 |
| • “Women in Game Dev: What Your Future Can Look Like” | Austin Community College | 09/14 |
| • “Designing Levels and Finding Inspiration” | MIT | 05/14 |

EDUCATION

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