

Elisabeth Beinke-Schwartz

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

CREDITED GAMES

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

SKILLS

- * Unreal Engine * Blueprint Scripting * Radiant (both id and CoD variants)
- * Hangar 13 proprietary engine * Level Design * Encounter Design
- * Scripting * Narrative Design * Multiplayer * Singleplayer * Open World

PROFESSIONAL EXPERIENCE

Certain Affinity (DOOM, CoD:MWR, Mafia III) *Senior Level Designer* 2014 - Present

- Assisted id in the multiplayer development for *DOOM* (2016).
- Collaborated with Raven + Beenox on *Call of Duty: Modern Warfare Remastered*
- Designed, built, and iterated upon open-world 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*” Video Game Makers Unite! 11/17

- *“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 7/15, 7/16, 6/17
- *“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 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)

Focus: Level Design, Game Design, and 3D Art

Worcester Polytechnic Institute

2009
