

Daniel Leafe

Level Designer

Personal / Contact Information

Date of Birth: 20th March 1987

Online Portfolio: www.danleafe.com or www.nemek.co.uk

Email: nemekkawalsky[.]@gmail.com

Experience: 3 years in the games industry and 3 shipped titles.

Skills

- Experience in Level Design using Radiant, Source, Unreal technology and Google Sketchup.
 - Able to learn and adapt to new games engines
 - Designing on paper level floor plans and level flow
 - Blocking out Geometry
 - Prop and AI placement
 - Lighting and Texturing
 - Scripting
 - Experience in optimizing levels to increase frame rate without detracting from the visual appearance and quality of the level
 - Constantly critically analysing levels and improving them to perfection
- Experience blocking out levels using Maya
- Experience in prop and asset creation in 3D Max and Maya

Qualities

- Eager, diverse and critical gamer across all platforms and genres
- Good Communication skills
- Efficient team player
- Good critical thinking and analytical skills
- Easy going, friendly guy

Software Experience

Proficient with:

- Idtech 4 - Radiant (Call of duty, Doom 3 and ETQW)
- Google Sketchup
- Unreal Technology
- Half Life 2's Source Engine (Hammer)
- Autodesk Maya
- Autodesk 3D Studio Max
- Adobe Photoshop CS3
- Unfold 3D
- Sony Vegas
- Microsoft Word/Excel 2007

Other Interests

- Graphic and Website design
- Photography
- Films and Music
- Ice Hockey, Mixed Martial Arts
- Playing more games

Education

2005-2008: **BSc Hons Computer Games Design** - Staffordshire University, Stafford, UK
Grade: 2:1

2003-2005: **BTEC National Diploma Graphics and Multimedia** – Peoples College, Nottingham, UK
Grade: Triple Distinction (D,D,D)

1998-2003 **G.C.S.E's** – Southwell Minster, Nottingham, UK
Grades: Maths (C), English (C), Information Technology (B)

Employment

November 2009 – Present

Eurocom Developments LTD

Website: www.eurocom.co.uk

Role: **Level/Gameplay Designer**

Projects: **Untitled Project** (2012)
Goldeneye Reloaded (Xbox 360, PS3) (2011)
Goldeneye (Wii) (2010)



Eurocom Developments LTD
Eurocom House
Mackworth
Derby
DE22 4NB

July 2008 – August 2009

Endrant Studios

Website: www.endrantstudios.com

Role: **Level Designer**

Project: **Wolfenstein MP** (2009)



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