

# DARRYL SPRATT

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## SKILLS

### Level Design

- Test and balance levels
- Script gameplay events
- Tell a “visual story” in the level
- Create variety from combining assets
- Guide player with subtle clues

### Mechanic Design

- Went through process from concept development to implementation
- Knowledge of Design Document content and formatting
- Experience in testing and iterating features on paper, before implemented

### Interface Design

- Take advantage of where players will look in a game
- Approach with non-intrusive look (show only what’s needed)
- Can create in game UI or Front End

### Software

- Flash (and AS3)
- Unity3D (and C#)
- UDK (and Kismet)
- Photoshop
- Illustrator
- InDesign
- Dreamweaver

## INTERESTS AND ACTIVITIES

- Games (especially RPGs and strategy)
- Traveling, camping, hiking
- Movies (fantasy and sci-fi)
- Weight training
- Speed rowing
- Swimming
- BC peaches

## EDUCATION

### Diploma in Game Design

*Vancouver Film School*

October 2010

- 12 month intensive program, covering all aspects of Game Design such as, Mechanics, Level and Interface Design
- Created Single Player and Death Match levels in UDK
- Wrote Design Docs for games, detailing and planning features

### Certificate in Production Art

*Winnipeg Technical College*

December 2008

- Self guided 10 month program focusing on Graphic Design for the print industry
- Designed logos, advertisements, posters, newsletters, pamphlets, stationary, menus, DVD covers, note pads, etc

## ACHIEVEMENTS UNLOCKED

- Achieved *Honours* in Game Design
- Won *Best Game Design Document*
- Nominated for *Best Level* and *Best Machinima*
- Poster design chosen for *Dauphin's Countryfest* contest
- Student of the Month (Production Art) - May 2008
- Achieved *Cum Laude* in senior 4

## EXPERIENCE

### Design Support (contract)

*Slant Six Games*

November 2011–March 2012

- Created level content for **Resident Evil: Operation Raccoon City**
- Set up and balanced pickups, monster spawns and AI functions in Multiplayer maps
- Placed cover volumes in the world that players and NPCs can use

### Level Designer

*Drumskulls*

February 2011–November 2011

- Created a sewer level for **Drumskulls**, a rail shooter with drums as a weapon
- Guided player & camera with nodes
- Detailed level with modular props

### Mechanic & UI Designer

*“Gravitos”*

June 2010–October 2010

- Created a 5 minute game experience with a group of three students
- Detailed out features in Design Doc

### Freelancing (Graphic Design)

December 2008–September 2009

- Designed business cards, pamphlets and resumes

### Stage Hand

*Nasco Staffing Solutions*

December 2007–May 2009