

LIZ ENGLAND

game / level / systems designer

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425.449.1526

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SKILLS

- » **Design:** World Building, Gameplay / Mission Scripting, 2D / 3D Level Design, Cinematics
- » **Engines:** UnrealEd (*Unreal Tournament 2004*), Radiant (*Quake III and Quake IV*), TES Construction Set (*Oblivion*), Hammer (*Half-Life 2*)
- » **Scripting:** Basic literacy in LUA, C++ , JAVA, VBScript, UnrealScript
- » **Art Software:** 3D Studio Max, Photoshop, Illustrator

EXPERIENCE

5TH Cell Media, April 2008 to Present

Game Designer

Super Scribblenauts / Nintendo DS / Fall 2010

- » Led design-side implementation of all object and adjective functionality
- » Developed the English adjective dictionary

Scribblenauts / Nintendo DS / September 2009

- » Executed design-side implementation of object properties and interaction
- » Developed the initial base for the English object dictionary
- » Designed, implemented, and scripted levels

Volition Inc., June 2007 to September 2007

Design Intern

Saints Row 2 / PS3, 360, PC / October 2008

- » Scripted missions in LUA, reviewed gameplay, and wrote dialogue

EDUCATION

Southern Methodist University, Plano, TX

June 2006 - March 2008

- » Master of Interactive Technology in Digital Game Design

Oxford University, Oxford, UK

October 2004 - June 2005

- » Studied Renaissance and medieval literature, and playwriting

Marist College, Poughkeepsie, NY

September 2002 - May 2006

- » B.A. in English Literature

Freie Universität, Berlin, DE

June 2002 - August 2002

- » Studied German philosophy and creative writing