

Start
Continue



Name Ross Sewell

Job Selection

- ▶ Game Designer..... A game designer with talent and drive. He wants to create. Seeking an innovative game company, his quest begins.
- ▶ Wizard
- ▶ Hobo
- ▶ Zombie

Game Designer
▶ Continue Cancel

Skills

Software

Maya
3d Studio Max
Unreal editor
Adobe Premiere
After Effects
Dreamweaver
Design layer
(proprietary scripting
and design tool)

Traditional skills

Concept art
Water color
Photoshop
Story boarding
Microsoft Office
Writing

Credits

Sensory Sweep- Video Game Studio

Designer on the multi-platform game (Wii, Ps2, Xbox 360, and PC) "The Tale of Despereaux" from its start in Aug. 2007 to completion (game released Dec. 08).

Responsibilities included balancing mechanics and difficulty, whiteboxing, collision, level design, scripting, cameras, and bug testing/fixes. While working at Sensory Sweep I was in charge of two levels and several mechanics. I was often tasked to prototype new mechanics I designed to demonstrate feasibility and create solutions to complex problems. I also worked on pitches and documents for upcoming games.

Experience

Teleperformance

Salt lake city, Utah

Verizon fiber optic support...Feb 2010-current

Assisted customers with technical issues.

Troubleshooting for internet, phone and television.

Prime Source Staffing

Salt lake city, Utah

Temp jobs...Jan 09-Feb 10

Jobs included data entry and mail room.

Sensory Sweep

Salt lake city, Utah

Designer... Aug 2007 - Nov 2008

Level design, writing, level collision and scripting.

Prairie Stream Communications

Independence, Kansas

Phone and order technician...2003-2004

Input orders for phone lines. Troubleshoot damaged lines. Repair damaged lines. Sales.

Independence Community College

Independence, Kansas

Lab Technician...2001-2003

Maintained two computer labs and assisted students with problems.

Education

Westwood College-Denver, CO Graduated: December 2006
Bachelor of Science Degree in Game Art & Design
Related course work: game development,
game analysis and playability, character development
and design, color theory, story boarding.

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Portfolio available upon request

