

Ian Gerdes
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I am looking for an opportunity to be a part of a team that makes truly great games. I love developing elegant solutions to problems. My goal is to create an environment that draws the player into a fully realized world. I strive to make levels that I would want to be in and enjoyable scenarios that I would want to play.

❖ **Employment history:**

- Zombie Studios, <http://www.zombie.com/> Seattle, WA - 2006 – Present

❖ **Recent Titles:**

- **Rogue Warrior: Bethesda Softworks (PC / PS3 / XBOX 360) – In Dev**
 - Level Design using Unreal 3.0 engine
 - Kismet Scripting
 - AI Pathing and Scripting
- **America's Army - Virtual Army Experience: U.S. Army (PC) –Shipped**
 - <http://vae.americasarmy.com/>
 - Level Design using Unreal 2.5 engine
 - Scripting, Vehicle Pathing, AI Pathing
 - <http://www.iangerdes.com/?page=galleryvae>
- **CQC - Close Quarters Conflict: Groove Games (PC) – shipped**
 - <http://www.playcqc.com/index2.html>
 - Level Design using Unreal 2.5 engine
 - Level Design for seven of the twenty levels as well as the intro map
 - Bug fixing and testing
 - <http://www.iangerdes.com/?page=gallerycqc>

❖ **Tools:**

- Unreal 3 editor
- Unreal 2.5 editor
- Valve Hammer editor
- Autodesk 3D Studio Max
- Adobe Photoshop
- Adobe Illustrator

❖ **Skills:**

- Level design & layout
- Event scripting
- Texture application
- Static Mesh placement
- AI Pathing
- Lighting

❖ **Education:**

- Associate of Applied Arts in Animation Art & Design, Art Institute of Seattle

❖ **References:**

- Available on request