

Ian Gerdes  
[www.iangerdes.com](http://www.iangerdes.com)  
206.349.3822

I am looking for an opportunity to be a part of a team that makes truly great games. My goal is to create an environment that draws the player into a fully realized world, stimulating the player's senses of challenge, immersion, and overall enjoyment.

❖ **Employment history:**

Sony Online Entertainment, <http://www.soe.com/> Bellevue, WA - 2008 – Present  
Zombie Studios, <http://www.zombie.com/> Seattle, WA - 2006 – 2008

❖ **Recent Titles:**

- **The Agency: Sony Online Entertainment (PC / PS3) – In Dev**
  - Level Design using Unreal 3.0 engine
  - Whitebox concepts
  - Level design for both PVE and PVP (concept to art-pass 1)
  - Streaming and optimization testing and implementation
- **America's Army 3: U.S. Army (PC) - Shipped**
  - <http://www.americasarmy.com/aa3.php>
  - Level Design using Unreal 3.0 engine
  - Contract multiplayer level design
- **Untitled UE3 Third-Person Shooter (360 / PS3 / PC) – Cancelled**
  - Level Design using Unreal 3.0 engine
  - Whitebox concepts
  - Combat encounters and cover placement prototyping
  - Climbing system route layout and design
  - Early open-world prototype tests
- **America's Army - Virtual Army Experience 1.0: U.S. Army (PC) – Shipped**
  - <http://vae.americasarmy.com/>
  - <http://www.youtube.com/watch?v=8rAEtv7UtX0>
  - Level Design using Unreal 2.5 engine
  - Scripting, Vehicle Pathing, AI Pathing

❖ **Tools:**

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

❖ **Skills:**

Level design & layout	Static Mesh placement
Event scripting	Lighting
Texture application	AI Pathing
Rough 3D Modeling	

❖ **Education:**

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

❖ **References:**

Available on request