

PROFESSIONAL EXPERIENCE

Jan '11 - Now

Intern Level Designer at Crytek, Frankfurt

 CryEngine 3

Working on an unannounced project for about 4 months, and on *Ryse* after that. In pre-production, my role is not limited to level design, but also has me designing and prototyping gameplay features, game modes, control models, etc.

AMATEUR EXPERIENCE

2010
4 months

The Call of the Fireflies

 CryEngine 2

A singleplayer mod for *Crysis* depicting an old man who follows mysterious fireflies out in the wilderness, solves puzzles along the way, and tries to survive the winter cold. This project won the Editor's Choice *Best Original Art* award at Moddb.com in 2010.

- Designed puzzle-based gameplay in a detailed and moody mountain setting

'09-'10
1 year

Mandate of Heaven

 CryEngine 2

A chinese-themed campaign for *Crysis*. It presents an open, varied and detailed environment to explore, and multiple ways to reach the objectives.

- Designed a large open-ended level with multiple goals to drive players

2009
1 month

KF-CornerMarket

 Unreal 2.5

A medium-sized arena for the coop game *Killing Floor*, developed within a month. It won the 3rd prize of the *Killing Floor Mapping Contest* in July 2009.

- Learned the tools (Unreal SDK and 3DSMax) under a month
- Created textures and models to differentiate it from the other contest entries

2009
4 months

Boiling

 MaxEd 2

A short noir story and classic *Max Payne 2* gameplay in a level recycled from another project. A strong piece of action, with emphasis put on the cinematic look and feel.

- Designed and scripted gameplay into an already built level
- Developed a short plot and introduction level to drive the action

'07-'08
1.5 years

7th Serpent: Genesis

 MaxEd 2

An action-packed mod for *Max Payne 2*, featuring classic corridor-shooter gameplay as well as a few innovations to keep it varied and interesting.

- Designed and scripted gameplay into two already built levels
- Took over the project lead and the related tasks (plot, dialogues, promotion, etc.)

'06-'09
2.5 years

Mona: The Assassin

 MaxEd 2

An explosive expansion featuring 5 custom levels, original for its multiple locations, the daytime setting rarely achieved with the *Max Payne 2* engine, and impressive for its detailed environments and over-the-top action.

- Designed and scripted gameplay into three already built levels
- Took over the project lead and the related tasks (plot, dialogues, promotion, etc.)

'05-'06
1 year

Hall of Mirrors

 MaxEd 2

Total conversion based on the movie *Equilibrium*, it focuses on implementing for the first time the use of "gun-kata", a martial art involving handguns, and allowing the player to perform it in arenas inspired from the world depicted in the movie.

- Designed arenas with destructible properties to suit the new combat system

SKILLS

Good amount of practice at designing levels (for more than 10 years) of various types

Successful experiences working in teams

Ability to work under pressure and to meet deadlines (self-imposed or set by the team)

Good temperament, amiability and patience

Analytic mind efficient at solving problems

Self-taught understanding of game design

Programming knowledge (C, C#, SmallTalk, PHP, JS,...)

Basic modeling skills

SOFTWARE KNOWLEDGE

CryEngine 3 (Crytek projects)

CryEngine 2 (Crysis mods)

Unreal Engine 2.5 (Killing Floor level)

MaxEd 2 (Max Payne 2 mods)

3D Studio Max

EDUCATION

High School Graduation in Computer Science

Bachelor's Degree in Software Programming

REFERENCES

Diego Jiménez
Mission Designer at *DICE*, Sweden
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Diego was the leader of 2 mod teams I was part of, and remains my friend and mentor.

Hélder Pinto
Level Artist at *Crytek*, Germany
helderhp@gmail.com

Hélder is a long-time friend with whom I used to design *Max Payne 2* levels.

▫ Please visit my portfolio at:
www.clement-melendez.com