

William Tyler Buser

Level Design & Scripting

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SKILLS

- **Level Editors:** UnrealEd 3 (UDK, UT3), Hammer (Source), G.E.C.K. (Fallout 3), Torque X Builder
- **Design Skills:** Scripting (entity & code based input/output), BSP construction, texturing, lighting, AI pathing, level streaming, entity placement, singleplayer, multiplayer
- **Languages:** Kismet (UDK/UT3), Hammer (Source), TESScript (Fallout 3), C#, Lua
- **Writing:** Level Design Docs and Abstracts, Asset Databases, Game Design Docs
- **Art:** Autodesk 3D Studio Max, Adobe Photoshop, Google SketchUp, Crazybump, Speedtree
- **General:** TortoiseSVN, Microsoft Office (Word, PowerPoint)

GAME DEVELOPMENT EXPERIENCE

INDIVIDUAL EXPERIENCE

Crossbow Platformer — *a Half Life 2: Episode 2 level* *Nov. 2009—Dec. 2009*

- Scripted a new game mechanic where the player can build bridges and stairs with the game's Crossbow bolts and created seven unique puzzles that utilize this mechanic.
- Created an intense boat chase where the player flees gunships, seeks refuge in an automated barrel factory, and discovers the modified Crossbow mechanic while dispatching enemies.
- Created a large linear world, new textures, new mechanics, and modified props.

Hard Landing — *a Gears of War level* *Sept. 2009—Oct. 2009*

- A large open but linear world set in an island and water environment unique to *Gears of War*, where having survived a helicopter crash, the player traverses on cable cars, fights through courtyards and gardens, and climbs to the top of a grand bell tower for rescue.
- Comprised of 14 streaming levels, modified materials, rich interiors, grand exteriors, and cinematic sequences.

Oxford Ponds — *a Fallout 3 modification* *March 2009—May 2009*

- A large open world with hours of gameplay comprised of dangerous mountain roads, gorges, pristine neighborhoods, and several cave systems.
- Players battle raider encampments, neighborhood snobs, and bar-going cave dwellers.
- Strong characters offer the players opposing quests that allow for multiple endings.

Master's Project — *The Influence of Laterality on Player Choice Including Pathing and Environment Interactions*

- Attempts to answer whether laterality (e.g. handedness, footedness) influences players' choices and movements when navigating through game environments.
- Uses a *Gears of War* level comprised of unique environments designed to test the relationship between a person's preferred handedness and their pathing choices made in game.

TEAM EXPERIENCE

Hell's Belle — a UDK Project at the Guildhall

Dec. 2009—May. 2010

Level Designer

- Designed the vertical slice level, “Conservatory Superior”.
- Worked in concert with other designers, artists, and programmers.
- Helped established and maintain quality of vertical slice.

Jail Break: Prisoners of War — a Quake3 community modification

Nov. 1999—May 2001

Level Designer, Scripter

- Designed and created over seven levels.
- Scripted a unique jail-based mechanic where “captured” players of both teams are pooled within a single jail, where team-deathmatch ensues until players are freed by their teams.

RECOGNITION

Winner of the Austin GDC Game Narrative Review Scholarship

- For a narrative deconstruction of the original *Half-Life*
@ http://www.gamecareerguide.com/features/797/game_narrative_review_.php

OTHER EXPERIENCE

Cato Institute

Aug. 2008—Dec. 2008

Media Research Intern

- Followed Cato Scholars’ published work in all mediums, wrote press releases, transcribed interviews and pod-casts, compiled media contact lists for studies, reports, and op-eds.

Simutronics

July. 2005—Aug. 2008

Intern

- Created scenes and took screenshots within *Hero's Journey* for release to publications.

EDUCATION

Southern Methodist University, Dallas, TX

Jan. 2009—May 2010

Guildhall – M.A. in Interactive Technology – Focus: Level Design.

Illinois State University, Normal, IL

Aug. 2002—Dec. 2006

School of Art – B.S. in Art – Major: Arts Technology.

HOBBIES

Indoor soccer, basketball, video/computer games, economics, sci-fi novels