

Andrew Abedian

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SUMMARY

I'm a game designer who is invested in what players think, do, and feel in games. I've managed teams of over a dozen developers on multiple projects, and because of this I know the importance of proper planning and communication - both inside the game and out.

SKILLS

- Shipped Title & Post-Launch Support
- Gameplay Scripting & Prototyping
- Design Document Development
- Level Design & Set Dressing
- Project Planning & Team Management
- UI & UX Design
- Lighting, Materials, Cinematics
- Modeling, Unwrapping, Texturing

SOFTWARE

- Autodesk 3DS Max
- Autodesk Maya
- Adobe Photoshop
- Adobe Flash
- Adobe After Effects
- Pixologic ZBrush
- TortoiseSVN
- IBM Rational ClearQuest

LANGUAGES

- ActionScript (2.0/3.0)
- UnrealScript

ENGINES

- Unreal Engine 4 (with Enlighten Tech.)
- Unity 4 (with Shader Forge & NGUI)

EXPERIENCE

Disney Consumer Products, Inc. - Pasadena, CA

July 2014 – Present

Quality Analyst

- *Identifying defects for the Disney Store website through IBM WebSphere e-commerce system*
- *Managing test case documents, project test stages, and defect verification/updates*

Freelance - Various

Mar 2014 – Present

Game/App Development (*Unity 4: iOS, Android, PC*)

- *Consulting, designing, developing, and managing various projects for clients from the ground up on mobile devices and with the prospect of later PC releases*

FaceCake Marketing Technologies, Inc. - Calabasas, CA

Mar 2014 – Apr 2014

Title N/A (Project Under NDA)

Unreal Specialist (Contract)

- *Developed a user experience oriented, motion-based Kinect demonstration for retail environments utilizing Unreal Engine 3.5 based off of a highly recognizable video game brand*
- *Collaborated with other developers to provide frequent product updates for requested features while also meeting client deadlines*
- *Responsible for level scripting, prototyping, feature integration, lighting, asset creation, materials, cinematics, special effects, set dressing, optimization, playtesting, and debugging*

Lukewarm Media - Henderson, NV

Dec 2012 – Apr 2014

“Primal Carnage: Genesis” (Unreal Engine 4: PlayStation 4, PC)

Level Designer

- *Designed, constructed, set-dressed, and scripted levels based on concept art and direct collaboration with the lead designer, artists, and programming team*
- *Designed, directed, managed, built, scripted, and optimized GDC 2013 in-engine launch trailers*
- *Learned and applied new lighting technology (Enlighten) to current project levels and mentored team members on new lighting pipeline*

“Primal Carnage” (Unreal Engine 3: PC)

Level Designer

- *Collaborated with a team of developers to design, construct, and balance gameplay mechanics and objectives for "Get to the Chopper" DLC and more*
- *Designed, developed, scripted, set-dressed, tested and optimized launch and post-release levels*
- *Managed a team of quality assurance testers to debug levels and analyze game-flow*

Game Wizards - Santa Monica, CA

July 2010 – Oct 2011

“Overload” (Unreal Engine 3: PC)

Lead Designer / Project Manager

EDUCATION

The Art Institute of California – Los Angeles

Santa Monica, CA

Bachelor of Science Degree in Game Art & Design

June 2012