

# Patrick Moates

Level Designer and Mapmaking Lunatic.

A creative architecture, story, and set design enthusiast with prior industry experience in mission and level design.



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## EDUCATION

### Graduate Level Certificate with a focus in Level Design

The Guildhall at Southern Methodist University

#### Courses

- Team Game Projects I, II, III
- Programming for Level Designers I, II
- Level Design I, II, III & Directed Focus Studies

### Bachelors in Creative Writing

Florida State University

#### Courses

- Creative Writing
- Advanced Workshops

### Associates in Theater

Gulf Coast Community College

#### Courses

- Screenwriting
- Set Design

## WORK EXPERIENCE

### Lead Developer

VIPR:VR

#### Achievements/Tasks

- Built a proof of concept for VR Immersion Therapy
- Mixed and imported audio sound effects and meshes
- Scripted events and functionality in Blueprint

### Design Intern (What's your Angle)

Double Loop

#### Achievements/Tasks

- Created map layouts using level design fundamentals. Authored a campaign beat chart to keep track of player abilities and specific level design goals
- Suggested improvements in gameplay and collaborated with design leads

### Mission Designer (EVE Online)

CCP

#### Achievements/Tasks

- Pitched, drafted, and iterated on 40 missions under two contracts while adhering to a mission bible and internal metrics

## SKILLS

Lighting

Level Geometry

Scripting

Level Design

Prototyping

Encounter Design

Texturing

VFX

Game Design

C#

Unreal 4

Game Editors

Unity

Mission Design

## PERSONAL PROJECTS

### Prospect and Intimate Space with Blood Bugs (10/2021 - 11/2021)

- Fallout 4 Map that creates interesting transitions between greater prospect spaces and claustrophobic intimate spaces. Created interesting enemy encounters utilizing the map flow and space

### Rebelious and Bitter Form (09/2021 - 10/2021)

- A Twine project where I utilized OOP principals in Harlowe, Twine 2s Scripting Language, to create complex gameplay

## CERTIFICATES

Pursuing a Unity Gameplay Programming Certificate (02/2022 - Present)

## INTERESTS

Tabletop RPGs

Dogs

Science Fiction

Player Psychology

User Experience

Architecture

History

Open World Games

Museums; for the building and the exhibits

Narrative Arcs

Player Motivation Profile

Bullet Journaling

8th Century Tibet