|  |
| --- |
| Web Site\Final\banner-B-small.jpg |
| E-MAIL JDSILLER@yahoo.com website: [www.justinsiller.com](http://www.justinsiller.com) |

# Designer, Artist – Video games and cartoon intellectual property

#

# SUMMARY OF QUALIFICATIONS

# Production roles on six shipped titles as designer, artist, and/or producer and support roles on four shipped titles.

* Traditional illustration skills with emphasis on character design and map layouts.
* 3D art skills with emphasis in polygonal (**Maya**) and CSG modeling of backgrounds and level assets, texture design, and shaders.
* Professional experience in level design, layout, and creation including path editing, triggers, and entity placement.
* Professional experience writing game design documents, story, and dialogue.

# EXPERIENCE

###### Sony Computer Entertainment of America

 QA and Online Support (contract through Nelson Staffing) 5/2005-9/2005

Moderator and support duties for all first-party online titles.

###### Sony Online Entertainment

Product testing analyst (contract through Mentor 4, Inc.) 12/2004 –2/2005

**Untold Legends: Brotherhood of the Blade – Sony PSP** (shipped **2005)**

###### Midway Home Entertainment

Product testing analyst (contract through Appleone, Inc.) 6/2004 – 11/2004

**Mortal Kombat: Deception – Sony Playstation 2** (shipped **2004**)

Dragonstone Software

Lead Designer / Lead Level Artist 5/99 – 3/2001

**Dragon’s Lair 3D – PC** and **XBOX (**shipped **2002)**

* Wrote game cinemas and created concept art for new game characters.
* Initially worked to create the original design document and lead design meetings. Later functioned as lead level designer training junior level designers.
* Blocked out world space in **Tread 3D** (**CSG)** and divided by section for assignment to individual designers.
* Created final geometry and lighting for individual rooms/ areas including, but not limited to: Castle entrance, Main Hall, Hall of Skulls, and Singe’s Lair.
* Modeled various prefabs and elements.
* Designed and applied textures.
* Managed the tracking of all level assets in **SourceSafe**.
* Offered assistance and suggestions in the development of Tread 3D which were implemented.

Player 1, Inc.

Associate Producer/ Designer 11/97 – 8/98

**Tommy Thunder – Sony Playstation (1998)**

* Managed scope reduction and redesign of Tommy Thunder, an original in-house design.
* Designed level maps and game flow.
* Acted as liaison between management and creative team of designers, artists, and programmers.

Visual Concepts

Quality Assurance (Contract) 9/1997 – 11/97

**ONE – Sony Playstation (**shipped **1997)**

* Laid out enemy paths and cameras.
* Worked with artists to balance difficulty and flow of the game.
* Managed internal and external QA efforts and managed prioritization of bugs.

Disney Interactive

Associate Producer/ Designer 9/96 – 4/97

**Hercules On-line Adventure – Sony Playstation (1997)**

* Managed internal design efforts and trained junior designers on Hercules On-line Adventure, a proposed project for PC platform.
* Managed external developer and researched technical considerations.
* Designed charts for character abilities, attacks, and special moves.

S’punj

* Assisted in story creation and writing game design documents.
* Acted as associate designer.

Interplay Productions

Associate Producer/ Designer 12/94 – 3/96

**Casper – 3DO, Sony Playstation,** and **Sega Saturn (**shipped **1996)**

#### Producer on project developed in Norway.

#### Managed procurement of audio assets, dev kits, licenses, and milestone schedules.

#### Spent three weeks on-site overseas to act as liaison between publisher and developer.

* Worked with legal department to secure contracts with licensees.
* Ran the 3DO development kit internally at Interplay for all code updates.

**Earthworm Jim: Special Edition – Sega CD (**shipped **1995)**

* Produced title for publishing by Interplay.
* Managed coordination of development with internal marketing and QA.
* Game received **Editor’s Choice Gold Award** in the industry publication **EGM**.

**Boogerman - SNES (**shipped **1995)**

* Managed internal QA efforts for port over to SNES.

#### Sunsoft of America

#### Associate Producer/ Designer 3/93 – 8/94

#### Zero the Kamikaze Squirrel – Nintendo SNES and Sega Genesis (shipped 1994)

* Creator and Main Character designer.
* Designed main player mechanics, enemies, and general game flow.
* Wrote story, dialogue and storyboarded cinematics.

#### Zero was featured in Disney Adventures magazine as one of the magazine’s favorite video game villains.

* Game received **Editor’s Choice Gold Award** in the industry publication **EGM**.

**Aero the Acrobat 2 – Nintendo SNES** and **Sega Genesis (**shipped **1994)**

* Created character designs for enemies and circus train.
* Associate producer on the title.

**Aero the Acrobat – Nintendo SNES** and **Sega Genesis (**shipped **1993)**

* Co-creator of the intellectual property.
* Designed the original and establishing looks for title character and his arch nemesis.
* Designed the E3 promotional pin.

### TECHNICAL SKILLS

**Writing/ Design** All story and game elements. Design documents, level layouts.

**Illustration** Traditional character design.

**3D Modeling** CSG game editors and Maya.

**Textures** Using Photoshop.

**Shader networks** Using Maya.

# EDUCATION

1993 – 1995 California State University, Long Beach Film Studies

1991 – 1993 California State University, Northridge Graphic Design

# INTERESTS/ HOBBIES

Platform, Stealth Action, and Extreme sport console games.

RTS and FPS computer games.

Any games that are balanced and fun regardless of genre.

Magic: The Gathering

Comic book illustration. (Original IPs currently in development)