

Elisabeth A. Beinke

Portfolio: <http://bethbeinke.com>
Level Design Blog: <http://bethbeinke.com/blog>

Boston, MA

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(203)-434-4481

EDUCATION

Bachelor's of Science in Game Development (IMGD) – Worcester Polytechnic Institute

Focus: Level Design and 3D Art

2009

SKILLS

Editors/Engines: UDK, Titan Quest Editors, World Editor (Turbine), Seoul (Demiurge), Unity3d

Level Design: Terrain editing, heightmap painting, level design and flow, encounter design, BSP and blockout construction, model placement and decoration, AI pathing and behavior, low-poly model and textures, lighting, multiplayer and single-player balancing

Development Software: Perforce, Jira, Bugzilla, Test Track Pro, Confluence wiki, 3D Studio Max, Autodesk Maya, Adobe Photoshop, Adobe Illustrator, Microsoft Office Suite

Documentation: Paper level design and beat documentation, level design abstracts

PROFESSIONAL EXPERIENCE

Irrational Games *Design Assistant*

QUINCY, MA

- Assisting with level design on *Bioshock: Infinite*

2011 – Present

Demiurge *Level Designer*

CAMBRIDGE, MA

- Created levels for *Shoot Many Robots*, a co-op, run-n'-gun RPG.
- Created paper designs, blockouts in 3DS Max, XRef art assets into scenes, placed and balanced single/multiplayer enemy spawns, managed ini files.

2010 - 2011

Turbine *In-Game Support*

WESTWOOD, MA

- Consistently exceeded standards and expectations for customer support.
- Wrote up walkthroughs and In-Game Support specs for over 50 quests.
- Playtested and bugtested upcoming content, including LOTRO F2P.

2009 - 2010

Turbine *World Builder Design Intern*

WESTWOOD, MA

- Designed the new guild halls for *Mines of Moria*.
- Designed and balanced gameplay for several monster camps in Moria.
- Designed, decorated and balanced gameplay for several dungeons in Moria.

2008

PERSONAL LEVEL DESIGN PROJECTS (<http://bethbeinke.com/blog>)

Indecision *Titan Quest's Editor and Quest Editor*

BOSTON, MA

- Created paper designs and beat progression documentation.
- Sculpted and painted the design's terrain using Iron Lore's Editor
- Placed assets to create a sense of place in the level.
- Currently implementing the quest's design into the level using Quest Editor.

2011 - Present

Dehnaria *Unreal 3 Editor*

BOSTON, MA

- Created paper designs for a multiplayer CTF map for Unreal 3.
- Greyboxed the design by using BSP and static mesh bases for playtesting.
- Textured, decorated, finalized the lighting, and executed gameplay elements.
- Development process and published map files can be found at my blog.

2010, 2011

Red City, 7 Days of Development *Titan Quest's Editor*

BOSTON, MA

- Created paper designs for a single-player quest.
- Sculpted an intricate terrain design with model placements.
- Crafted indoor and outdoor spaces with distinctive lighting.

2010

CONTRACT WORK

Owlchemy Labs *Level Design*

WATERTOWN, MA

- Developed 6 levels for the iPad/iPhone game called *Snuggle Truck*.

2011

eBay *Level and Game Design*

SAN JOSE, CA

- Developed 4 levels and contributed to core design on a data mining iPhone game called *Memory Dash*.

2009

REFERENCES: (phone numbers and emails available upon request)

Josh Glavine – *Demiurge Lead Level Designer*

Bart Simon – *Demiurge Lead Designer*

Al Reed – *Demiurge Studio Director and Co-Founder*

Daniel Ouillette – *Turbine World Designer*