

aaron garcha level designer (currently in uk)

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summary

I am a level designer currently living in the UK that started out in 2005 creating maps for Half-Life 2, eventually progressing to other games such as Counter-Strike Source and Team Fortress 2, before finally exploring other engines such as UDK and Unity.

I fully understand the processes required to make a good level and always commit myself to those processes such as blocking out simple prototypes, playtesting them extensively, and iteratively building the level in stages until it has reached its final complete form.

I am a strong supporter of modding communities such as Interlopers, Mapcore and TF2Maps and have actively participated in and helped run various contests.

Currently I am studying a BA Hons degree in Computer Games Design and expect to graduate in August of 2012.

software

- **Hammer World Editor** - 6 years experience, in-depth knowledge
- **3DS Max** - 5 years experience, intermediate knowledge
- **Photoshop** - 4 years experience, intermediate knowledge
- **UDK** - 1 years experience, moderate to intermediate knowledge
- **Mudbox** - 1 years experience, basic knowledge
- **Subversion**
- **Mantis**

specialities

Level design, modelling, texturing, scripting, and a wee bit of programming.

experience

Street Scene (UDK)
Environment Artist (Personal Project)
April 2011 – May 2011

- Created a small scene within the UDK to brush up my modelling and texturing skills and to become accustomed to the workflow of using the Unreal editor.

PLR Nightfall (Team Fortress 2)
Level Designer (Contractual) @
Valve Software
June 2009 - January 2010

- Designed 3-stage Team Fortress 2 map 'Nightfall' Payload Race map for the TF2 Maps.net annual contest. It won first place.
- Map was purchased by Valve in December 2010 and was officially shipped as a part of the game in the 'community map pack' update.

KoTH/Arena Lighthouse (Team Fortress 2)
Level Designer / Modeller (Personal Project)
October 2008 – March 2009

- An arena/king of the hill map set on a remote island with a lighthouse serving as both the central focal point and the centre capture point.
- It was featured on the official TF2 blog as a part of the ['Big King' map pack](#).

CTF Converge (Team Fortress 2)
Level Designer (Personal Project)
January 2011 – May 2011

- Designed a Capture the Flag map for a non-standard gamemode where each team has to take a flag from the centre of the map and deliver it into the enemy base.

Decadence (Source Engine Mod)
Level Design (Team Project)
March 2009 – July 2009

- Created several prototypes for a level which was to be included in a future update to the mod.

Paradigm Decay (Half-Life 2 Episode Two)
Level Designer / Modeller / Scripting / Texture Artist (Team Project)
October 2007 – October 2008

- Paradigm Decay was meant to be the first episode of a story-arc spanning a total of 3 episodes. Unfortunately due to internal problems within the team, the mod was never complete.
- I designed, scripted, and optimised 3 levels as well as editing existing textures and models within HL2 to fit into the Siberian environment.