



THEODORE MCCORMICK

GAME DESIGNER

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SKILLS

Engines

- Unreal Engine 4
- Unity 5
- Creation Kit (Fallout 4)

Design

- Game Design
- Agile Methodologies
- UIX
- Level Design
- Whiteboxing
- Multiplayer Design
- Quest Design
- Gameplay

Tools

- 3D Studio Max
- Photoshop
- Inkscape
- Miro
- Microsoft Excel
- Microsoft Word
- Microsoft Powerpoint
- Perforce
- TFS
- Jira

Scripting

- Blueprint (Unreal Engine 4)
- Lua
- Papyrus
- C#

Interpersonal Skills

- Scrum Master
- Team Communication
- Public Speaking
- Peer Leadership
- Conflict Resolution
- Pipeline Planning

INDUSTRY WORK AND TEAM PROJECTS

Game Designer – Internal Prototype (PC) Dec 2019 – (Present)

Nerve Software | UE4/Multiplayer | 15 developers

- Started and led a prototyping team from initial pitch to internal milestone development
- Teamed up with stakeholders to develop full product backlog, all associated sprint plans, and milestone deliverables
- Created a cross-discipline internal prototyping structure and internal testing scheme in partnership with production team to be used for future prototype projects
- Acted as sole level designer throughout the project
- Incorporated playtesting feedback into short-term targeted sprint deliverables
- Designed and balanced all system and gameplay features

Designer – Doom 1 and 2 (All Platforms) May-Dec 2019

Nerve Software | Unity | 10 developers

9 months

- Provided UI/UX menu design for Doom 1 and 2 multi-platform re-releases and subsequent DLC
- Authored and maintained a collective Game Design Document
- Coordinated with stakeholders and production towards milestone development deliverables
- Assisted production with pipeline design and agile implementation

Game Designer | Producer - Circuit Slinger Aug-Dec 2018

Guildhall | Rhythm Shooter, VR | UE4 | 10 developers

4 months

- Kept and communicated the central design-vision for all aspects of development
- Produced product backlog, and implemented agile development schedule for team
- Negotiated with stakeholders on milestone expectations and feature releases
- Led and coordinated Team Leads in sprint planning and task execution

UI/UX Game Designer - Interstellar Racing League Feb-May 2018

Guildhall | Arcade Racing, 3D | UE4 | 56 developers

3 months

- Acted as the chief point of contact for all UI/UX design decisions
- Coordinated with Team Leads, Producers, and fellow Game Designers to design and implement product features
- Led a UI/UX Team in designing an in-game menu, and gameplay HUD.
- Led a Conveyance Strike Team to address key issues in gameplay conveyance in our Beta Milestone

OTHER PROFESSIONAL WORK

Customer Specialist July 2014 - Aug 2017

Edmentum | Educational Software

Richardson, TX

- Led Product Training for New Customer Support Agents
- Coordinated with key customers to identify and resolve complex implementation and technical concerns with seven educational products
- Identified and tested issues with our educational software

EDUCATION

SMU Guildhall (Plano, TX) May 2019

Professional Certificate in Interactive Technology | Level Design Specialization

The University of North Texas (Denton, TX)

August 2011

Bachelor of the Arts | Psychology, Philosophy Minor