

Julianna Budding

www.juliannabudding.com
jbudding@gmail.com, (512) 947-9757
11215 Research Blvd., Apt. #2060
Austin, TX 78759

Product-focused game designer with shipped-game experience on multiple platforms using UnrealEd 3. Level design, systems design, campaign planning and small-team leadership focusing on quality implementation.

EXPERIENCE

- **Game Designer** *Midway Studios Austin Inc., Austin TX, 2006 - Present*
Game designer for Blacksite: Area 51 and an unannounced, open-city action title. Responsibilities were the following:
 - Designed open-city and fps levels. Wrote level documentation, built geometry, scripted, outsourced art, tracked and fixed bugs, and optimized level content.
 - Managed a cross-disciplinary team of designers and artists from pre-production through Alpha.
 - Designed and built vertical slice levels, scoped content, prototyped game systems, outsourced art, and directed cinemas.
 - Developed level construction processes and outsourcing pipelines for aggressive production schedules. Designed world building systems, scoped game content and developed level construction guidelines.
 - Designed and prototyped game systems including player package, open-city simulation, meta-game, and mission design. Assisted with design of enemies.
 - Wrote interview scripts. Trained entry-level game designers.
- **3-D Art Intern** *Institute for Advanced Technology, Austin TX, 2006*
Developed 3-D video in Maya to market research programs to Congress.
- **Software Representative** *Adobe Systems Inc., Austin TX, 2004 - 2006*
Taught Adobe applications to University students, faculty and staff.

EDUCATION

Bachelor of Fine Arts in Design, The University of Texas at Austin
The University of Texas Design Division Study Abroad, Milan, Italy

TECHNICAL SKILLS

UnrealEd 3, DevTrack, TestTrack, Insight, Perforce, drawing, Photoshop, Illustrator, InDesign, GoLive, After Effects, Flash, Dreamweaver, some Maya.