

# Julianna Budding

2513 Aldford Dr., Austin, TX 78745  
jbudding@gmail.com • (512) 947-9757

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## PROFESSIONAL PROFILE

Self-managing, product-focused game designer with strong communication skills. Experience with managing small teams and providing managerial support to game leads. Exceptional skills in streamlining work-related processes and creating game design documents. Game design experience across full product life-cycle for FPS, action/MMO and open-city genres. Valued as an integral part of the team, with a strong work ethic and a desire to excel.

## SHIPPED TITLES

- **DC Universe Online**, *Sony Online Entertainment*
- **Blacksite: Area 51**, *Midway Studios*

## PROFESSIONAL EXPERIENCE

*Game Designer*

*June 2008 - Present*

*Sony Online Entertainment*

**Game Designer and Team Leader** Shipped a successful AAA Action/MMORPG for PS3 and PC platforms. Provided training and supervisory support to multiple small game design teams. Team leader with full life-cycle experience from mission and story writing, to level design and outsourcing.

## CORE QUALIFICATIONS

- **Design Skills:** Created, planned and executed original ideas ranging from NPCs and their AI/abilities/dialogue to cinematics, combat scenarios and quests. World-built game spaces, and wrote game lore and mission stories. Developed and managed game play prop outsourcing. Used Unreal 3 and Maya to design and develop interactive game environments.
- **Training/Supervising Skills:** Trained, supervised and provided day-to-day instruction to a team of 8 entry-level designers. Entrusted with bug-fixing and level design teams to provide exceptional game content. Effectively prioritized management's expectations while keeping the team's objectives.
- **Communication Skills:** Exceptional writing and editorial skills. Developed and maintained communications between various departments to achieve team-wide development objectives.

## KEY ACCOMPLISHMENTS

- Helped develop level construction processes, prop outsourcing pipeline, and environment-related technical systems.
- Designed major components of the game world, such as the villain player city.
- Designed, implemented and maintained fun, quality, cross-platform AAA live content.

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## ADDITIONAL EXPERIENCE

*Game Designer*  
*Midway Studios*

*May 2006 - June 2008*

**Game Designer and Team Leader** Effectively managed and trained a team of ten entry-level designers. Prototyped game systems and created numerous gaming demos for international show circuits. Responsible for campaign planning, mission design, world building, scripting, game writing elements, and cinematic design. Created quality, cross-platform game play content for FPS and open city game genres. Developed level construction, outsourcing, and game design hiring processes. Built and trained a world class team of designers.

## ADDITIONAL INFORMATION

### TECHNICAL SKILLS

- Unreal 3
- Kismet Visual Scripting
- Illustrator
- TFS Bug Tool
- Maya
- Photoshop
- Gambit Editor
- Database Scripting
- InDesign

### EDUCATION

- University of Texas, Bachelor of Fine Arts in Design, GPA 3.97
- University of Texas, Design Division's Study Abroad Program in Milan, Italy

### REFERENCES

- Available upon request.