

Beck Shaw

Level Designer

www.beckshaw.com
Phone: (+44)7872923066
E-mail: beck_shaw@hotmail.com

Profile

I am a friendly, hard working individual who excels in a team environment and strives to create fun, unique worlds and game play experiences.

Current Titles

Rebellion (June 2015 – Present)

Sniper Elite 4 (Xbox One, PS4, PC)

Tasks include:

- Taking level from whitebox through to completion
- Liaising with other teams to work towards the implementation of gameplay features
- Initial research for DLC and the creation of a DLC level

Released Titles

F1 2015 – Xbox One, PS4, PC

(June 2015)

F1 2014 – Xbox 360, PS3, PC

(November 2014)

F1 2013 – Xbox 360, PS3, PC

(November 2013)

F1 Race Stars "India DLC" - Xbox 360, PS3, PC

(December 2012)

F1 Race Stars - Xbox 360, PS3, PC, Wii-U

(November 2012)

Previous Experience

Codemasters Birmingham

(November 2011 – June 2015)

Experienced Level Designer

F1 Series (F1 2013 – F1 2015)

Tasks included:

- Leading a small team of 3-5 people and being the first point of contact for any camera related issues
- Placement of complex replay camera sequences
- Tuning the AI's performance around various tracks
- Organising and distributing work to other team members
- Providing feedback on other team members work
- Designing main game features
- Researching various F1 tracks
- Giving demos and showcasing tools to visitors
- Training members of staff and work experience placements
- Interviewing potential employees

Junior Level Designer

F1 Race Stars + DLC

Tasks Included:

- **Italy** – From initial grey box through to completion
- **Europe** – Taken from concept through to completion
- **India** – Taken from inception through to completion
- **Time Trial** – Sole designer of the games Time Trial mode
- **Visual Scripting** – Scripting game play elements such as obstacles and hazards

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Software knowledge

Rebellion's Internal Toolset (Asura Engine)
Codemasters' Internal Toolset (EGO Engine)
Autodesk 3DS Max
Unreal Engine 4
Source Engine (Hammer Editor)
Adobe Photoshop
Perforce
JIRA

Development Knowledge

Level Design
Grey Boxing
Visual Scripting
Level Design Related Lighting
Testing and Iteration
Low-Poly Modeling

Education

Staffordshire University (September 2007 – June 2010)

First Class Degree with Honours in Computer Games Design

Modules included:

- *Level Design focused Dissertation*
- *Level Design*
- *3D Modeling*
- *Visual Scripting*
- *Handheld Games*
- *Documentation and Advertising*

Stourbridge College (September 2004 – June 2007)

Multiple courses – I-Media, Applied ICT and Computing

Modules included:

- *Basic Level Design*
- *3D Modeling*
- *Computer related modules*

Thorns Community College (September 1999 – June 2004)

12 GCSE's

Including:

- *ICT*
- *Art*
- *Design*
- *Maths*
- *Science*
- *English*