

# Robert Nall

Game Designer

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## KEY SKILLS

- Game/Systems Design (including rapid prototyping, iterative design, pre-production problem solving)
- Gameplay Balancing
- Team Management
- Level Design
- Asset Management
- Broad Technical Skills
  - Game Engine Scripting (Unreal Development Kit, Unity 3D/iPhone, Torque 3D/Game Builder)
  - Level Building (Unreal Editor, QuArK)
  - 3D Modeling/Texturing (Cinema 4D, MilkShape 3D, BodyPaint, LithUnwrap)
  - Image Manipulation/Visual Effects (Photoshop, Illustrator, After Effects, Commotion, Curious gFx)
  - Programming (C/C++, Javascript, Objective-C, C#)

## WORK EXPERIENCE

### Red Rover Games – Van Nuys, CA

Creative Director and Founder (November 2006 – Present)

- Led the development of all Red Rover Games' titles from concept to completion
  - Managed teams of up to five full-time developers
  - Designed gameplay, user interfaces, level progressions, game modes, and levels
  - Was responsible for gameplay prototyping, level scripting, QA, and scheduling
  - Leveraged the use of existing game engine technologies (Unity 3D, Torque Game Builder)
- Titles: *Safari Sketch* (PC), *Scrambled* (PC, Web), *Lost in the Labyrinth* (PC, Web), *Brain Breaker* (PC)

### FlickerTail Interactive – West Fargo, ND

Contract Unity 3D Developer (February 2009 – June 2009)

- Scripted user interface and gameplay
  - Assisted game design to fit the budget and needs of client and fixed pre-production design issues
  - Assembled assets to create the final, shipped product
- Titles: *Honor the Beat* (PC)

### Designimations – Houston, TX

Contract Unity 3D Developer (February 2009 – March 2009)

- Assisted in game design to fit budget and needs of client and continued polish of design throughout development
  - Scripted gameplay, cinematics, level scenarios and user interface
  - Optimized 3D assets and textures
  - Developed asset creation pipeline for 3D animated character meshes
  - Assembled assets to create the final pitch prototype
- Titles: *FireSim* (PC)

### 11:11 MediaWorks – Van Nuys, CA

Lead Game Developer (January 2004 – November 2006)

- Designed gameplay, levels, user interface, vehicles, and initial concept
  - Managed a team of 12 full-time and contract designers, artists, engineers, and musicians
  - Scripted and coded network multiplayer gameplay, racing AI, rewards system, user interface, level-building tools, audio, vehicle customizations, physics, asset loading, and camera systems
  - Created 3D assets (vehicles, level objects, etc.) using poly-modeling and brush-based modeling
  - Completed other art-related tasks including: texturing, lighting, UV mapping, creating UI elements
- Titles: *R/C Muscle* (PC)

## EDUCATION

### Cogswell Polytechnical College – Sunnyvale, CA (1999 – 2004)

Bachelor of Arts in Computer and Video Imaging with a concentration in Game Design;  
Additional coursework in Software Engineering