

Eric Wenske

www.ericwenske.com/portfolio

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Tools / Skills

Unreal / Kismet
Unity 3D

Adobe Photoshop
C#

Autodesk Maya
XNA

Work Experience

Red Fly Studio

Spring 2011 to Summer 2011 **Unannounced 3rd Person Action Title (Xbox 360 / PS3)**

Designer

- Prototyped various game mechanics using Unreal and Kismet
- Focused primarily on movement mechanics
- Created prototype levels to stress various mechanics

Winter 2010

Thor: God of Thunder (Wii)

Designer

- Created and maintained various levels
- Created Ymir boss battle
- Worked in C-like scripting language to design and implement levels

Winter 2009

Star Wars: The Force Unleashed II (Wii)

Designer

- Created multiple boss encounters
- Worked in C-like scripting language to design and implement levels

Super Happy Fun Fun

Summer 2009 to Fall 2009

Big Buck Hunter Pro (iPhone)

Designer

- Created and maintained levels

Fizz Factor Studios

Spring 2008 to Summer 2009

Charm Girls Club: My Fashion Mall (DS)

Charm Girls Club: My Fashion Show (DS)

Designer

- Redesigned, balanced, and tweaked minigames
- Maintained many scripts and tables
- Designed and maintained various menus, UI elements, and scripts

Fall 2007 to Spring 2008

G.I. Joe: The Rise of Cobra (PSP)

Scripter / Designer

- Edited and scripted UI to work with PSP
- Carefully removed enemies and overly-complex geometry to improve frame rate
- Worked with artists & programmers to redesign levels to fit in memory

Fall 2007 to Spring 2008

Canceled PSP Action Game

Scripter / Designer

- Scripted menus to work with PSP
- Worked with artists and programmers to redesign and rescript levels to fit in memory

University of Texas at Dallas

Spring 2008

Begemmed Game

Artist

- Created art for 2D Flash game, *Begemmed*
- Worked on a team of two under a tight deadline

Independent Game Development Experience

Fall 2007 to Spring 2008

UT2004 Mod – Skyward

Project Lead / Designer / Level Designer

- Managed a team of six
- Designed game mechanics, levels
- Created levels and brought all assets together

Fall 2007

Independent Game – Latch

Designer / Programmer / Artist / Audio (Solo Project)

- Created 2D platforming game in XNA

Summer 2007

Independent Game – Starlight Shift

Designer / Programmer / Artist

- Created 2D puzzle game in XNA
- Worked with a sound designer to create compelling game atmosphere

Ongoing

Game Projects

- Prototyped various gameplay mechanics and game ideas using XNA and C#, Managed Ogre, and Unreal engines

Education

GPA:

3.681 / 4.000

08/2005 – 05/2008

The University of Texas at Dallas

Richardson, TX

- BA in Arts and Technology
- Honors: Cum Laude

Awards

Spring 2008

1st Place Team and Innovation Award

- UTDallas Computer Gaming Entrepreneurship Competition