

Philip R. Holland

Game / Level Designer

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Career Objective

Seeking employment in the video game industry as a recent college graduate (Class of May 2013). Desires to help make every project successful and profitable with innovative designs and extensive attention to detail.

Game Production Experience (Projects)

- Magnosphere (2013): Level Designer. The game was awarded 1st place in the 2013 GameFest, hosted by Rensselaer Polytechnic Institute (RPI) April 27, 2013.
- Eco-Platformer (2012): Lead Designer and Programmer. Made in Unity3D.
- Tri-Fi Tower Defense (2011): Level Designer and Enemy Wave Planner. Created levels, assisted with design, and performed rigorous testing. Made in Unity3D.
- Food for Thought (2010): Lead Designer and Programmer. Brainstormed the game's concept/design and programmed the entire game. Made in Adobe Flash.
 - Visit my website (noted above) for more information on these and other projects

Relative Software and Technology

- Very familiar and comfortable with the Unity3D environment.
- Familiar and comfortable with the Unreal Development Kit environment (UDK), as well as Microsoft Visio, Word, and Excel.
- Familiar with Adobe Flash (as well as ActionScript 2.0 and 3.0), C++ code (in the Visual Studio coding environment), Java, HTML, and Autodesk Maya.

Work Experience; Emergent Media Center, 2010 - 2013

- **Brainstorm Team Member & Quality Assurance Tester:**
 - Performed extensive testing and xml coding on *BREAKAWAY*, a game for the United Nations Population Fund (UNFPA) designed to address the issue of violence against woman (VAW).
 - Performed extensive testing on "Wealthworks," a game created for The Ford Foundation and Yellow Wood Associates that explains their initiative for "Wealth Creation in Rural Communities."
 - Worked with clients to brainstorm, organize ideas, and discuss potential projects.
 - Discussed mechanics and various approaches, formulating and reviewing feasibility of new projects.

Education

- Champlain College in Burlington, Vermont
 - ✓ Bachelor's Degree in Game Design, May Class of 2013, graduated with Honors
- Completed courses in Level Design, Game Production, Technology, and Programming

Relative Special Skills

- Created and submitted levels and artwork for a popular PC game (Super Mario War)
- Created interactive learning programs with Multimedia Fusion Developer 2
- Taught elementary school kids how to program games using Multimedia Fusion Developer 2

References Available Upon Request