

Adin C. Clark

Content Designer

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Email: adin.clark@adinclark.com
Portfolio: <http://www.adinclark.com>

- Expertise in design, scripting and flow of HoloLens mixed reality experiences.
 - 12 years' experience in design, construction, and scripting game scenarios.
 - Proficient in problem solving, game balance, and puzzle creation.
 - Skilled in AI enemy and allied spawning, pathing, combat, and cover.
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Microsoft: Good Science - Current

Microsoft HoloLens Unity 5.0
Microsoft - Redmond, WA

- Prototyping of the Volvo HoloLens experience.
- Prototype and scripting of internal HoloLens envisioning projects.
- Design, Prototype and Scripting of To Be Announced HoloLens experiences.

Other responsibilities

Unity 5.0 scripting
Scene creation

Prototyping MR experiences
Product research

Experience flow
Design documentation

Middle-earth: Shadow of Mordor - 2014

Open World XBOX One / PS4 / PC / LithTech Engine
Monolith - Kirkland, WA

- Prototyped and scripted 30 weapon quests.
- Prototyped gameplay for 3 golden path quests.
- Player movement team – markup, nav mesh and physics optimization.

Other responsibilities

Gameplay scripting
Bug regression

AI setup, combat & scripting
Audio & Cinematic hooks

Objective setup & scripting
Player blocking

Lord of the Rings: Guardians of Middle Earth - 2012

Moba XBOX 360 / PS3 LithTech Engine
Monolith / WB Games - Kirkland, WA

- Designed the entire training tutorial to teach new players the basics of playing a MOBA.
- Created the tutorial skirmish level for players to practice their skills in a safe environment.
- Designed campaign and conquest levels and quests.

Other responsibilities

Scripting
Camera Movement

Objectives
AI pathing

Gameplay
AI combat

AI spawning
Design documents

Adin C. Clark (Continued)

Lord of the Rings: War in the North - 2011

Third person PC / XBOX 360 / PS3 SBTech Engine
SnowBlind / WB Games – Bothel, WA

- Designed and scripted the Carndum level from paper design to final shipped level.
- Gameplay and scripting of the second play-through of the entire game.
- Scripting and encounters for Carndum, Barrow Downs, Ettenmores, Mirkwood.
- Scripting and gameplay for two boss battles.

Other responsibilities

Gameplay	Objectives	Events	AI pathing, combat
Paper Designs	Pickup placement	Checkpoints	Save Systems

F.E.A.R 2: Project Origin - 2009

First Person PC / XBOX 360 / PS3 LithTech Engine
Monolith / WB Games - Kirkland, WA

- Designed level 12 Epicenter, including gameplay and scripting.
- Designed and scripted the Replica Combat Arena and setup events.
- Created the abomination prison level.
- Designed of many of the single player levels for the Fear 2 Reborn DLC Package.
- Scripting and implication of Alma cinematics and Alma scares throughout the game.

Other responsibilities

Gameplay	AI Combat	Events	Objectives
Alma scares	Streaming	Performance	Greyboxing

Shadow Ops Red Mercury - 2004

First Person PC / XBOX / PS2 Unreal 2.5 Engine
Zombie / Atari - Seattle, WA

- Designed the final helicopter boss battle.
- Gameplay and scripting of the Vicious Circle map and other scenarios.
- Designed 2 Multiplayer maps.

Other responsibilities

Unreal Scripting	Gameplay	Inventory	Checkpoints
AI scripting	Boss battles	Objectives	Special events

GAME EDITORS

Unity 5.0, Monoliths World Edit, Unreal, SnowBlinds Tech Engine, Game Maker Pro, Valve Hammer editor, Battle Craft, Star Craft editor, Trials editor, Radiant.

SOFTWARE

Photoshop, 3D Studio Max, Illustrator, Word, Excel, Dreamweaver, Sound Forge, Unity Script, Scaffold Script, Kismet, Lua, Unity Script, Unreal Script, Havock, Perforce, JIRA, Visual Studio.

EDUCATION

Commercial Art Degree, Colorado Mesa University
Design training seminars – Monolith