

TY BUSER

wtbuser@gmail.com | tygames.design | 512.851.9344 | Round Rock, TX

PROFESSIONAL GAME DESIGN EXPERIENCE

CERTAIN AFFINITY - HALO INFINITE & UNANNOUNCED PROJECTS

September 2019 — Present

Advanced Level Designer - Level Design Lead

- Designed two DLC levels in addition to unannounced projects

THE COALITION - GEARS 5

May 2017 — September 2019

Senior Level Designer

- Designed three shipping multiplayer levels, responsible for combat engagements, cover layouts, and weapon placement
- Implemented and supported Horde as well as all versus multiplayer gamemodes
- Created blueprint level design tools to increase internal development efficiencies and improve workflows
- Supported and troubleshooted other designers' blueprint scripting and logic

TREYARCH - CALL OF DUTY: BLACK OPS 3

January 2014 — March 2017

Level Designer

- Designed six shipped multiplayer levels, constructing combat engagements, placing cover objects, core movement opportunities and controlling lines of sight
- Detailed over eleven shipped multiplayer levels, crafting environment locations, buildings, vistas and more
- Created and pitched level top downs, reference sheets, and level concepts
- Filtered and reacted to playtest feedback

ADHESIVE GAMES - HAWKEN

January 2013 — December 2013

Lead Level Designer

- Sole level designer on Hawken, sketched, designed, blocked-out levels; shipping near half dozen multiplayer levels
- Owner of all Hawken levels; including spawning mechanics, gameplay mode entities, cameras, terrain, and player collision
- Designed a brand new and extensive player tutorial level for our new user experience
- Worked closely with the art and content teams, observing levels from handoff to completion and release
- Collaborated closely with rest of design on general Hawken weapons, mechs, flow, balance, and mechanics

CERTAIN AFFINITY - HALO 4 DLC

August 2012—December 2012

Contract Designer

- Map owner for the Halo 4 DLC 3 map "Perdition", which tied for 4th highest rating ever by Microsoft internal testing
- Inherited Perdition, a partially complete Halo 4 level upon arrival and took it to release
- Iterated based on feedback, worked closely with art and concept throughout level's development, advised on other levels
- Blocked out new levels for potential DLC packs

ID SOFTWARE - DOOM 4 & RAGE

June 2010—June 2012

Associate Designer

DOOM 4

- Designed and delivered three competitive multiplayer levels
- Implemented and responsible for game modes, AI systems, spawning, and balancing within levels
- Worked closely with engineers to develop rapid iteration of tools, game entities, and AI implementation

RAGE

- Designed and delivered two new cooperative experiences from single player levels and contributed to two other levels
- Designed dozens of original enemy encounters and responsible for item placement, player gating
- In charge of adapted art, lighting, and effects to match the new cooperative gameplay
- Created new objectives, wrote new VO lines, responsible for optimization of level performance and player pathing
- Collaborated with team members on cooperative mechanics, AI limitations, HUD design, and scoring systems

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TEAM AND PERSONAL GAME DESIGN EXPERIENCE

JAIL BREAK: PRISONERS OF WAR — *a Quake3 community modification* November 1999—May 2002
Level Designer

- Designed seven levels for launch and various map packs

HELL'S BELLE — *a UDK Guildhall Team Project* December 2009—May 2010
Level Designer

- Designed and in charge of the vertical slice level and helped maintain and implement its style and quality through project

EDUCATION

GUILDHALL AT SOUTHERN METHODIST UNIVERSITY— Plano, TX

Master of Interactive Technology – Focus: Level Design

- Successfully defended thesis which investigates whether laterality (e.g. handedness, footedness) influences players' choices and movements when navigating through game environments
- Won "Best Level" by my graduating peers, nominated to present post-mortem at graduation

ILLINOIS STATE UNIVERSITY— Normal, IL

B.S. Art – Major: Arts Technology