

# Patrick Krefting

## Contact

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## Profile

**Senior Level Designer. Seven Shipped Titles. Nine Years Experience.**

**Objective** To work within a design team composed of artists, designers, who also share my passion for creating games with consistency and quality across the board.

**Availability** Currently Employed

## Key Skills

Proficient with the following engines and tools:

### Gamebryo Engine

- 4 years developing *Disney's Epic Mickey* and *Disney's Epic Mickey 2: The Power of Two*.

### LUA Programming Language

- Primary Scripting language during the 4 years developing *Disney's Epic Mickey* and *Disney's Epic Mickey 2: The Power of Two* for scripting in-game events, combat, quests, Character interaction, and Mini-games.
- Created many of the primary Design systems (level-to-level transitioning and reward spawners).

### Unreal Engine

#### *Unreal Editor 3.0*

- 3+ years developing *Brothers in Arms: Hell's Highway*, *Borderlands*, and *Aliens: Colonial Marines*.
- Deep understanding of the **Kismet** scripting system and **Matinee** tool.

#### *Unreal Editor 2.0*

- 1.5 years developing both *Brothers in Arms: Road to Hill 30* and *Earned in Blood*.
- Scripting in-game events and functions with **UnrealScript** & create cinematics within **Matinee**.

### Source Engine

#### *SourceSDK and Valve Hammer*

- 2 years developing with Source Engine

#### *Valve Hammer*

- 5+ years developing with original Half-Life Engine

## Work Experience

### Junction Point Studios, Level Designer

2009 to present

#### *Disney's Epic Mickey 2: The Power of Two* (Wii, Xbox 360, PS3, PC)

2012

- Responsible for design, combat, platforming, quests, & final polish of several levels.
- Worked with Tech in the implementation of the new Streaming and In-Game Cutscene systems and created technical design documents for Designers to use in their implementation of these systems.
- Designed layout /combat of 4 gameplay levels and 2 HUBs with a small strike team.

#### *Disney's Epic Mickey* (Wii)

2010

- Designed layout, scripting, combat, and quests for 10 levels.
- Developed the *Skull Island* portion of the 2010 E3 reveal presentation.
- Helped lead the push for prefabs in order to create a more consistent experience.
- Assisted Programming in the research and implementation of level streaming, performance, and memory allocation.

**Game Prototypes** (Wii)

2010-2012

- Worked on strike teams to quickly prototype possible future games.
- Created art assets for quick iteration while prototyping.

**Gearbox Software, Level Designer**

2004 to 2008

**Brothers in Arms: Hell's Highway** (Xbox 360, PS3, PC)

2008

- Designed, implemented, and final polish of the combat and FX for *Baptism of Fire*.
- Designed and implemented layout and combat for areas in several other levels.
- One of the few designers to Lead Technical Research and implementation of level streaming, performance, and memory allocation for both PS3 and Xbox 360 specs.

**Brothers in Arms: Double Time** (Wii)

2008

- With a small strike-team of designers, updated the combat and detail of the original *Road to Hill 30* and *Earned in Blood* levels to be used in *Double Time*.

**History Channel's Brothers In Arms: Road To Hill 30 Special**

2006

- With a small team of designers, created machinima by updating existing and creating new scenes from *Brothers in Arms: Road to Hill 30* and *Earned in Blood*.
- Worked closely with the History Channel's production team to ensure work was done on time and to their specifications for the December 15, 2005 airdate.

**Brothers in Arms: Earned in Blood** (Xbox, PC)

2005

- Pioneered the Cinematic Team at Gearbox with Lead Writer Michael Neumann.
- Created majority of the cutscenes, including all "Bookends" cinematic chapters.
- Due to my work within the Cinematics Team, *Earned in Blood* was nominated for an AIAS Award for "Outstanding Achievement in Story and Character Development"
- Worked in tandem with another designer in developing the 2005 E3 level.
- Designed both layout and combat for levels *Close Quarters* and *Eviction Notice*.

**Brothers in Arms: Road to Hill 30** (Xbox, PC)

2005

- Worked with Lead Designer in developing *Brothers in Arms* gameplay experience.
- Created the combat portion of the 2004 E3 reveal presentation that earned multiple *Best of E3* awards.
- Designed the layout & combat for *Foucarville*, *Crack of Dawn*, and *Ripe Pickings*.
- Scripted the main cinematic work in the story chapter *Victory in Carentan*, including main character animations, dialogue, background animation, and effects.

**Mentorship**

2006 to 2007

- Mentored Guildhall interns to familiarize them with UE3, and taught them how to use our custom tools to properly design *Brothers in Arms* combat.

**Valve Software, Level Designer (Contract)**

2002 to 2003

**Day of Defeat** (PC)

2003

- Contract work for Valve Software on the retail version of *Day of Defeat*.
- Designed and scripted the level *dod\_zalec* and worked with team to Q/A all levels.

**Education****Bachelor of Arts, American History**

1999 to 2003

University of Minnesota—Twin Cities

**References**

Chase Jones	Design Director, Microsoft Studios	Contact Information Upon Request
Damien Allen	Senior Designer, Volition Inc.	Contact Information Upon Request
Evan Boehler	Technical Designer, Junction Point Studios	Contact Information Upon Request