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| Patrick HookDesigner – Levels | Systems | Games | 2100 Portsmouth Dr.Richardson, TX 75082(214) 213-7431phook@phook.com[www.phook.com](http://www.phook.com/) |

# Professional Qualifications

* 17 years of industry experience creating fun game play and getting titles shipped.
* Enjoy working in teams to design, develop, and improve projects as a whole.
* Proficient at creating documentation and communicating ideas to other team members and disciplines.
* Strong technical background helps me prototype ideas – through scripting, game code, and tool features.
* Diverse experience with engines, tool chains, and development processes.
* Comfortable with the many tools utilized in development – editors, IDEs, office software, source control, and console interfaces.

# Employment History

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| --- | --- |
| **Senior Designer, id Software** | 04/2009 – ongoing |
| Richardson, TX* Involved in the pre-production, systems design, and level design for Doom 4.
* Designed and implemented game play for 2 missions in the Rage DLC: The Scorchers.
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| **Game Designer, Barking Lizards Technologies** | 08/2007 – 04/2009 |
| Richardson, TX* Developed designs and prototypes for an unreleased Nintendo DS RPG title.
* Managed and mentored the design staff with their projects with an eye towards the "big picture".
 |
| **Lead Level Designer, Nerve Software** | 10/2003 – 08/2007 |
| Richardson, TX* Assisted with the development of the 2 missions Nerve Software built for Enemy Territory: Quake Wars.
* Designed level layouts and constructed 5 levels for the Doom 3 expansion Resurrection of Evil.
* Supervised the pacing and difficulty balance for Resurrection of Evil including in-house play testing.
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| **Contract Level Designer, id Software** | 04/2003 – 10/2003 |
| Mesquite, TX* Built sections of various levels; scripted cinematic moments and in-game events for Doom 3.
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| **Senior Designer, Gearbox Software** | 12/2001 – 03/2003 |
| Plano, TX* Prototyped game play and missions during the early development of Brothers in Arms.
* Designed and built 6 levels for 007: Nightfire.
* Developed a level for Counter-Strike: Condition Zero and participated in daily play testing.
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| **Lead Level Designer, Mumbo Jumbo Games** | 12/2000 – 11/2001 |
| Irvine, CA* Designed and built 6 levels and contributed to 2 additional level s for Myth 3: The Wolf Age.
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| **Level Designer, Ritual Entertainment** | 10/1997 – 12/2000 |
| Dallas, TX* Created 11 levels and helped out on 6 levels for the 3rd person game Heavy Metal: FAKK2.
* Ported editor features from the Sin engine for FAKK2 and acted as a tools programmer during the project.
* Created or finished 10 levels for the 1st person action game Sin.
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# Development Skills

* **Game Engines:** idTech 1 through 6, Unreal, Source, and other proprietary engines
* **Art Creation:** Adobe Photoshop, Luxology Modo
* **Scripting:** SuperScript (idTech6) DoomScript (idTech4, 5), Perl, LUA
* **Programming:** C/C++, .NET/MFC, Visual Studio
* **Other:** Microsoft Office, Perforce, Subversion, Alienbrain, Confluence, MediaWiki

# Titles

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| --- | --- | --- | --- |
| **Title** | **Date** | **Platform(s)** | **Status** |
| Doom 4 v2 | 2013-ongoing | PC/XB1/PS4 | Unreleased |
| Rage DLC2 | 2012 | PC/360/PS3 | Unreleased |
| Rage DLC1 | 2012 | PC/360/PS3 | Released |
| Doom 4 v1 | 2009 - 2012 | PC/360/PS3 | Unreleased |
| Enemy Territory: Quake Wars | 2006 - 2007 | PC/360 | Released |
| Doom 3: Resurrection of Evil | 2004 - 2005 | PC/XBOX/360/PS3 | Released |
| Doom 3 | 2003 | PC/XBOX/360/PS3 | Released |
| Brothers in Arms | 2003 | PC/XBOX/PS2 | Released |
| 007: Nightfire | 2002 | PC/XBOX | Released |
| Counter-Strike: Condition Zero | 2002 | PC | Unreleased |
| Myth 3: The Wolf Age | 2001 | PC | Released |
| American McGee's Alice | 2000 | PC | Released |
| Heavy Metal: FAKK2 | 1999-2000 | PC/Dreamcast | Released |
| Sin | 1997-1998 | PC | Released |