|  |  |
| --- | --- |
| Patrick Hook  Designer – Levels | Systems | Games | 2100 Portsmouth Dr.  Richardson, TX 75082  (214) 213-7431  [phook@phook.com](mailto:phook@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

|  |  |
| --- | --- |
| **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. | |
| **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. | |
| **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. | |
| **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. | |
| **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. | |
| **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. | |

# 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

|  |  |  |  |
| --- | --- | --- | --- |
| **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 |