PATRICK HOOK

Designer – Levels | Systems | Games

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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