

Chetan Bedi

beditheory@gmail.com

Game Developer

Cell: 352-848-5266

Game Development Experience

Closed Sum Games

Programmer / Designer Un-Announced Game (PC, Mac, Linux, iOS, Android) July 2013 - Present

- Programmed and designed all content
- Created scalable UI system across multiple platforms
- Created scalable Input system across multiple platforms

Programmer / Designer *Me Eat You* (iOS) Nov 2012 - July 2013

- Programmed and designed all content
- Iterated gameplay and refined controls through vigorous play-testing
- Optimized and streamlined game content for mobile devices
- Created iconic VO for primary gameplay actions and complimentary sfx for secondary gameplay actions
- Created temp 3D, 2D, animation, and vfx art assets
- Created custom particle editor to extend Unity's base particle editor functionality

Infinity Ward

Designer *Call of Duty: Ghosts* (360, PS3, PC) Nov 2011 - Aug 2012

- Scripted combat, vehicles, and cinematic scene in an unannounced level
- Prototyped a MOBA style game
- Created new A.I. death interactions and group riot shield behaviors
- Created and designed stealth A.I. behaviors in tall grass and A.I. dynamically moving grass
- Prototyped helicopter A.I. to traverse a simple nav mesh and engage other flying A.I.

Designer *Call of Duty: Modern Warfare 3* (360, PS3, PC) Aug 2010 - Nov 2011

- Scripted all AC-130 gameplay events and wrote dialogue for Iron Lady
- Scripted several combat sections and cinematic endings for Blood Brothers
- Prototyped AC-130 and Helicopter Spec-Ops missions
- Created drivable Coop 3rd person helicopters
- Scripted destructible objects for singleplayer and multiplayer levels

Critical Mass Interactive *Tron: Evolution* (360, PS3, PC) Mar 2010 - Aug 2010

Senior Level Designer

- Design the layout for four vehicle multiplayer levels
- Directed a level builder and environment in the creation of level assets and geometry
- Worked with environment artists and level builders on optimization and various pipeline issues

Ignition Entertainment *Reich Downfall* (Canceled Project) Nov 2008 - Jan 2010

Level Scripter

- Prototyped various events to test: level events, technical limitations, and new mechanics
- Worked with game designers and level designers on level events, layout, and flow
- Managed a level scripter with implementing gameplay events for levels
- Worked with other scripters to create various standards / best practices
- Created and setup many placeholder materials, animations, vfx, and models during the level creation process

EA Tiburon *Apt Team* (Flash User Interface) May 2004 - Aug 2004

Tools Software Engineer, Internship

- Created a Windows Form application in C# to display a graph of memory used with Apt
- Created several Flash applets using Action Script for debugging and testing
- Added functionality for rendering different text in Apt

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Independent

Follow The Leader

Individual *Portal* Level

Level Designer / Scripter

- Created a Design Process Document outlining the single-player experience
- Designed a map around using energy balls to open various doors and solve puzzles
- Designed and scripted seven puzzles
 - The design of each puzzle teaches the player a new method of using energy balls to solve puzzles
 - Each puzzle contained scripted doors, moving platforms, ball launchers, and ball catchers
- Used simple texture combinations to convey solutions to puzzles easily
- Created tight optimized BSP, used simple textures, and well placed lighting to highlight puzzles

The Guildhall at SMU

The Ghastlybriar Zoo Incident Team *Half-Life 2: Episode 1* MOD

Level Designer / Scripter / Programmer

- Created an A.I. Document outlining the A.I. behavior and systems
- Implemented A.I. systems and behaviors: Monkey, Walrus, and a Bird
 - Each A.I. has over 40 variables controlling it's behavior
 - Created over 20 variables for Level Designers to control A.I. behavior
- Worked with Game Designers and Level Designers to create appropriate testing structures
- Created a whitebox for testing A.I. and setup pipeline for Level Designers to change A.I.

Escape from Ithuria

Team *Unreal Tournament 2004* MOD

Level Designer / Scripter

- A Co-op puzzle platform game with three unique characters and abilities
- Created two low polygon environmental models
- Design and scripted three puzzles in the final level
- Created various logical triggers to control sequences of events for three puzzles

Technical Skills

Level Editors: UDK, Unity 4, Unreal 3, Unreal 2, Hammer (Source Engine), Radiant, Sandbox 2 (Crisis)
Elder Scrolls Construction Set

Level Design: Documentation, Flow, A.I. Placement, Model / Mesh Placement, Lighting, Optimization, BSP
Manipulation and Generation, Low Poly Modeling, Unwrapping, Texturing, Terrain Editing,
Storytelling

Programming: C / C++, C#, Java, Lua 5.1, Kismet, Unreal Script, Doom Script, Call of Duty Script

Art Creation: 3ds Max 2013, Maya 2013 Adobe Photoshop CS5, Google SketchUp Pro 7.0

Software: Microsoft Visual Studio 2010, Microsoft XNA Game Studio 2.0, SVN, Perforce, Git

Education

The Guildhall at Southern Methodist University

Plano, Texas

July 2008

Masters Certificate in Digital Game Development

Specialization: Level Design

University of Florida

Gainesville, Florida

May 2004

Bachelors of Science in Computer Science

Bachelors of Science in Mathematics