

# Chetan Bedi

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www.beditheory.com

## Level Designer / Scripter

Cell: 352-848-5266

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### Game Development Experience

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**Critical Mass Interactive** Tron: Evolution (Xbox 360, PS3, PC) Mar 2010 - Present  
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** Unannounced Game (Xbox 360, PS3, PC) 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 - August 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

#### Independent

*Death From Above* Individual *Gears of War* Level  
Level Designer / Scripter

- Created a Level Design Document outlining the co-op experience
- Implemented a two phase boss battle with General RAAM
- Scripted Kryll to fly through over 30 paths in the level
- Scripted Kryll to dynamically interact with the player and other A.I.
- Used static mesh placement, lights, A.I. and kismet to create a realistic environment
- Used Kismet and Matinee to create a custom boss A.I. that moves, speaks, and performs random attacks
- Designed and tailored mini-battles for a co-op experience

*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

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- Created a whitebox for testing A.I. and setup pipeline for Level Designers to change A.I.

### *Aqueducts*

Individual Multiplayer *Gears of War* Level

Level Designer / Scripter

- Created a Level Design Document outlining the multiplayer experience
- Designed a map based on the visual theme of the *Gears of War* multiplayer level *Canals*
- Created three unique and different levels / floors
- Used a symmetric layout, yet asymmetric visual design to create a balanced and visually interesting level
- Used Kismet and Matinee to script a group of three birds to fly around the level

### *Hell's Cube*

Individual *Doom 3* Level

Level Designer / Scripter

- Created a Level Design Document outlining the single-player experience
- Created four unique rooms exploring scripted A.I. movement and behavior
  - Scripted 8 Imps to dynamically rotate 180 degrees
  - Dynamically managed over 40 complex movers and 30 A.I. using threading
  - Created a mini boss battle with a simple trap system.
- Used sound, lighting, patches, BSP, and textures to remake the movie: *The Cube*

### *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 ( Unreal 3.5, Unannounced Game ), Unreal Ed 4 ( Unreal 3.0, Gears of War ), Hammer ( Half Life 2, Portal ), Radiant ( Doom 3, Prey, Call of Duty 4 ), Unreal Ed 3 ( Unreal Tournament 2004 ), Torque X 1.0, Sandbox 2 ( Crisis ), Elder Scrolls Construction Set ( Elder Scrolls 4: Oblivion )

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

**Programming:** C / C++, C#, Java, Lua 5.1, Kismet, Unreal Script, Doom Script

**Art Creation:** 3ds Max 9 & 2010, Adobe Photoshop CS2, Google SketchUp Pro 7.0

**Software:** Microsoft Visual Studio 2005, Microsoft XNA Game Studio 2.0, Microsoft Visio 2003, Microsoft Office Suite 2005, Subversion – Tortoise SVN 1.6, Open Office 3.1

## Education

**The Guildhall at Southern Methodist University**      Plano, Texas      July 2008  
Masters of Interactive Technology 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