

# DAVE MCDOWELL

Game Developer & Designer

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dcmcdowell.com

## Education

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**Cornish College of the Arts** · Seattle, Washington · 2015 - 2017

Bachelor of Fine Arts, *Motion Design*

*President's List 2014 - 2016, Oujepo Member - Video Game Interest Group*

**Columbus State Community College** · Columbus, Ohio · 2010 - 2013

Associate of Applied Science, *Interactive Media*

*Dean's List 2010 - 2013, DDAF 2012 Best in Category: Video Games*

## Experience

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### Venom Game Labs

*Lead Level Designer*

Firearms: Source · 2013 - 2015

- + Organized and documented a level inventory for the 2.0+ Release Candidate.
- + Participated in test sessions to help locate and log graphical artifacts and other issues.
- + Worked along with other level designers to improve performance of several levels through focused optimization based on play testing.
- + Developed several maps while moving towards implementing environment & atmospheric standards set out by previous lead level designer.

### MoPOP

*Cornish + MoPOP Project*

Star Trek Exhibit · 2015

- + Helped with the team on the Timeline for the Star Trek: Exploring New Worlds exhibit currently showing.
- + As part of a 9 person design team, we were tasked with each individually designing a timeline to display major chronological events in the Star Trek universe.
- + Helped with research in the form of selecting major data-points, cross-referencing dates and facts from the official canon.
- + I assisted with writing the copy for the data-points displayed in the timeline.
- + My design came in second out of the nine given.

## Skills + Software

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Unity3D & ProCore |

2010 - Present

Digital Painting |

2015 - Present

2D & 3D Animation |

2010 - Present

Source & Hammer |

2007 - 2015

Vector Illustration |

2014 - Present

3D Modelling - Maya |

2010 - Present

Game Programming |

C#, Java, Uniscript

Level Design |

since Duke3D!

Creative Cloud |

Photoshop, Illustrator,  
inDesign, Animate, Premier &  
After Effects

Web Languages |

HTML, CSS, Js, AS3

Game Design |

since Duke3D!