
Greg Armstrong

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Experience

Adjunct Professor: “Mapping for Games” & “Senior Project”

2012 (Present) - Art Institute of California - Santa Ana, CA

- Instructed students in the essentials of exporting & importing assets into UDK
- “Mapping for Games” : UDK Material Editor techniques, Lights & Shadows, Diffuse/Normal/Spec Maps
- “Senior Project” : Character rigging, animation, exporting, and coding. Environment Designs in Game
- Interfaced directly with students and helped with individual problems in order to maximize student potential

Game Designer: “Ultimate Duel Poker”

2011 - Neowiz Entertainment - Irvine, CA

- Designed game modes, achievements, items, and in-game communication systems
- Developed monetization system and simulators to project revenue
- Coordinated all design elements between server programmers, client programmers, and graphic artists
- Created interactive UI guides and animation mock-ups using Adobe Flash

Lead Designer : 9 Lives ‘Til Midnight (Graduate student project, 15 people, 8 months)

2010 - Florida Interactive Entertainment Academy (FIEA), UCF – Orlando, FL

- Led five-person design team in creating time-travel adventure game — highly unique
- Designed and implemented imaginative self-cooperation game mechanics and features
- Created multiple gameplay components utilizing tools built by the programming team
- Ensured balanced level progression, difficulty scaling, and character development
- Presented mechanics and game play to Obsidian and Blizzard representatives
- Top 10 design finalist (out of 26) in competition for Capstone game selection

Skills and Technologies

Game Design <ul style="list-style-type: none">• Game Mechanics Design• Character Design and Behavior• Design Reviews• Player & Character Dialogue• Training Seminars• Design Documentation• Outside Playtesting• Menu & User Interface Systems• Level Design & Construction• Combat System Design Unreal Tournament 3 Editor & UDK <ul style="list-style-type: none">• Level Design• Kismet Triggers• Weapon Scripts• Assets & Materials• Particle Systems• Animations• Networking• Compiling & Distributing	Gamebryo Lightspeed <ul style="list-style-type: none">• Toolbench• Custom LUA-based tools• Dialogue & Trigger work• AI Pathing & Navmesh• Scaleform UI framework Unity 3D <ul style="list-style-type: none">• Level Design• Mission Design Scripting Proficiencies <ul style="list-style-type: none">• ActionScript 3.0• LUA• Python• UnrealScript Autodesk Maya <ul style="list-style-type: none">• Importing & Exporting• Basic Modeling• Basic Texturing• Basic Animating	Adobe Creative Suite <ul style="list-style-type: none">• Photoshop• Flash• Dreamweaver• Soundbooth• Illustrator• After Effects• Premier Autodesk 3DSMax <ul style="list-style-type: none">• Importing & Exporting• Basic Animating Other <ul style="list-style-type: none">• Perforce• NSIS• MS Office
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Education

M.S. Interactive Entertainment – GPA: 3.7
Florida Interactive Entertainment Academy, UCF

B.A. Art and Visual Technology – GPA: 3.1
George Mason University