

Spencer Rose

<http://www.commonspence.com> | spence@commonspence.com | +1 720 320 8075

Inquisitive and detail-oriented, with over a decade of game development experience across the domains of technical art, environment art, programming, scripting, and design. Passionate about games, 3D art, real-time simulation, software development, and related areas of interest such as photography and architecture. Interested in opportunities to contribute to gaming, simulation, computer visualization, or other interactive/multimedia projects in a creative and collaborative working environment.

Skills

- Languages and technologies:
 - ▶ Experience with **Java**, **C#** and **.NET Framework**, **Python**, **PHP**, **HTML**
 - ▶ Beginner-level experience with **C**, **C++**, **Javascript**, **SQL**
- Game development with **Unreal Engine** (4 and 5), **Unity**, and **Source** engines:
 - ▶ **Level construction**, **environment art**, **2D/3D asset creation** workflows
 - ▶ **Gameplay prototyping** and **design fundamentals**
 - ▶ **Blueprint** scripting and **C++** for Unreal Engine modules, **C#** scripting in Unity
 - ▶ **Node-based shader construction** in Unreal Engine and Unity
- **3D modeling** (low/high-poly, UV, baking, retopology) using **3ds Max**, **Blender**, and **ZBrush**
- **Texturing** using **Photoshop** and **Substance** tools
- Version control using **Perforce**, **SVN**, **Git**, and **Plastic SCM**
- **Data-driven** and **iterative** approaches to development and decision making
- Technical knowledge and experience spanning multiple areas of development, including:
 - ▶ **Optimization**, **performance management**, and **analytics**
 - ▶ **Physically-based rendering** concepts and techniques
 - ▶ **Asset management** and approaches to **project organization**
 - ▶ Principles of **software engineering** and **quality management**

Education

BSc Creative Technologies (First Class Honours), Bangor University (Gwynedd, UK) – 2013 to 2016

Program development in C, Java, C#, and Python

Web development with HTML5, CSS, Java, JavaScript, and SQL

Practical software, web, and game development exercises

Final project/dissertation, titled *Modular Analytics for Unity Games*. Developed a prototype plugin which enables designers to treat arbitrary functions as analytics capture triggers, in addition to specifying the data items which are captured and transmitted to Unity's analytics service.

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Professional Experience

Level designer, environment artist, technical artist

Self-Employed, March 2015 – Present (Remote Contract)

- Providing independent design, art, and scripting services on a contractual or commissioned basis.

Technology lead, principal artist

Crowbar Collective, October 2017 – September 2022 (Remote)

- Responsible for initial stages of development of a new project/IP built with Unreal Engine.
- Created prototype gameplay systems, class designs, and framework code using Blueprint and C++.
- Contributed to the project's look/style by creating scenes, meshes, textures, and material assets.
- Built tools, wrote documentation, and created training resources to assist with the team's workflows, internal test procedures, and skill development.
- Provided guidance to management in regards to operational practices and strategic challenges.

Technical artist, support representative for NeoFur (Plugin for Unity and Unreal 4)

Neoglyphic Entertainment, November 2016 – May 2017 (Campbell, CA/Remote Contract)

- Contributed to development of the *NeoFur* plugin for Unity and Unreal 4, providing real-time simulation of furry objects and surfaces.
- Implemented bug fixes and user workflow improvements in the Unity plugin, and contributed to experimental feature development in the Unreal plugin.
- Created and managed documentation for customers/end users.
- Created and produced video tutorials and training materials for customers/end users.
- Handled technical and customer support inquiries during a companywide transition.

Level designer, world builder, technical artist for Insurgency (PC game)

New World Interactive, August 2011 – March 2013 (Denver, CO)

- Collected concept materials and references for environment design.
- Created prototype/blocking environments for gameplay testing and development.
- Assisted with creating 2D/3D assets, effects, and scripts.
- Contributed to decision making regarding gameplay designs and project direction.

Level designer, world builder for Nuclear Dawn (PC game)

InterWave Studios, April 2010 – March 2011 (Remote Contract)

- Drafted 2D layouts and created prototype levels for testing.
- Responsible for visual style and design direction of one level in the shipped game, collaborating with the design lead, in addition to contributing art implementation for a second level.
- Assisted with gameplay analysis and testing, wrote level scripts, and created 2D/3D assets.

Level designer, world builder, level artist for Black Mesa (PC game)

Crowbar Collective, April 2005 – March 2020 (Remote)

- Worked remotely with a worldwide team of over 40 developers, initially on a volunteer basis.
- Created style guides/art standards for specific levels or parts of levels.
- Collaboratively constructed and optimized detailed environments in the Source engine.
- Created 2D/3D assets and performed art passes on blockout levels created by other designers.