

Karl Horvath

Designer

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Job Experience:

Designer, Vicious Cycle Software Inc, July 2007- June 2010

- Game play prototyping, creating level maps and encounters, implement and create script using in house engine, Bug testing and fixing.

Shipped Titles:

- Despicable Me (Wii, PSP, PS2) -- July 2010
- Matt Hazard: Blood Bath and Beyond (XboxLive, PSN) – Jan 2010
- Eat Lead (PS3, Xbox360) – March 2009
- Ben 10: Alien Force (PS2, Wii, PSP) – Oct. 2008

Temp Level Designer, Vicious Cycle Software Inc, March 2007- July 2007

- 6 month contract, implemented script, created and tested builds, Bug testing.

Shipped Titles:

- Dead Head Fred (PSP) – August 2007

Jr. Draftsman, Horvath Associates, Inc, Durham, February 2007-March 2007

- Help create layouts for engineers for use in residential and commercial properties

Education: Interactive and Game Design, B.F.A.

Savannah College of Art and Design, Savannah, GA

Graduation: June 2006 **GPA:** 3.25

Technical Skills:

3D Programs:

- 3D Studio Max 2009
- Vicious Engine 2.6
- Unreal 2004 Editor

2D Programs:

- Photoshop CS
- Illustrator CS2

Abilities:

- Grey Leveling
- Level Design Documentation
- Level Layouts
- Organizing Gameplay Feedback
- Designed 3 levels in 2 weeks

Activities:

- GDC Conference Associate, 2006, 2007
- 1st place Level design, ITGM Spring Show 2004

-References on Request-