

FRANKLIN E. WARD JR.

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April 2011 - Present: Current Employment

Batten Down LLC, Austin Texas

Independent Developer

Various Projects (iOS, Android, PC, Wii U, Gear VR) - Consulted on exterior projects for mobile development including teaching solutions for Pre-K music theory development. Developed AR assets for use in mechanical training demos. Researched several engines (Unity, Unreal 4, CryEngine) and prototyped multiple games for iOS, Android using Unity and Corona SDK. Saw several small mobile games from concept to completion. Currently completing a 2d mobile action RPG for iOS and overseeing a port to Wii U hardware.

Researched VR solutions and prototypes using the Oculus Gear VR hardware.

Feb 2008 – April 2011 : Previous Employment

Sony Online Entertainment, Austin Texas

Senior Level Designer

DC Universe Online (PC, PS3) - Managed Player Versus Player (PVP) arenas for both 'Arena PVP' and 'Legends Iconic PVP'. Blocked out final maps in Unreal, oversaw art development from a design perspective, implemented all content using a database driven proprietary tool set and ran daily play tests to collect and implement feedback. Worked with embedded engineering to develop and implement all game rule sets, UI elements, and support content.

Generated and maintained planning maps in Visio and block-outs in Maya and Unreal for both Gotham and Metropolis open world cities. Worked with art to ensure finalized cities met with current design needs.

Blocked out major city "Points of Interests" in Maya while mentoring junior designers in the creation of the same.

Worked with art and outsourcing to develop and manage both a level and outsource pipeline for all environment assets. Participated in regular content reviews to ensure consistency across the product.

Lead a team of four level designers in the creation and implementation of all interior and exterior zones and instances in Unreal.

Dec 2006 – Feb 2007: Previous Employment

Edge of Reality, Austin Texas

Lead Level Designer

Cipher Complex (Xbox 360, PS3) - Generated a high level design for over 30 gameplay spaces as well as gameplay flow and level inter-connectivity. Created the key story beats and key narrative elements as well as their in-game placement and roll out.

Worked with a team of environment artists to create a successful publisher demo that led to a landed contract.

June 2001 – Dec 2006 : Previous Employment
Bethesda Game Studios, Rockville Maryland
Level Designer / World Artist

The Elder Scrolls IV: Oblivion (Xbox 360, PC, PS3) - Designed and built over 60 dungeon levels using pre-existing art assets. Responsibilities included AI scripting, AI scheduling, layout, building, lighting, cluttering, trap placement, encounters, trap and activator scripting, and AI path building. Created and polished over 100 dungeon exteriors. Modeled, textured, and animated numerous in game assets including world props, doors, containers, traps, furniture, and town buildings.

Trained junior level designers and artists on Oblivion's content pipeline and proprietary tool sets.

Created the playable space and art assets for the *Thieves Den* and *Knights of the Nine* downloadable Content.

The Elder Scrolls IV: Shivering Isles (Xbox 360, PC, PS3) – Designed and constructed several key dungeons for the game's main plot line. Created several exterior locations and generated art assets for the dungeon exteriors.

World Art Internships

The Elder Scrolls III: Morrowind (PC, Xbox) - Designed, built, and cluttered large areas of playable terrain for numerous regions of an open world role-playing game using preexisting assets and an in-house tool set.

The Elder Scrolls III: Tribunal (PC, Xbox) - Modeled and textured in game assets for numerous objects including weapons and world props for a Morrowind expansion pack.

2000 – 2004: Education
Savannah College of Art and Design, Savannah Georgia
Bachelor of Fine Arts in 3d Animation

Software Proficiencies

>Expert: | LUA| Unreal 3 | Adobe Illustrator | Maya | 3ds Max | Adobe Photoshop | Adobe Premiere
<Novice: | Unity| C | C# | C++ | MEL | Python | CryEngine |