Bobby Ross

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Summary of Qualifications

- Scripting: C++, Java, LUA, Visual Basic, Doomscript, Kismet, Flashscript, HTML
- Art Applications: Maya, Flash, Zbrush, Mudbox, Photoshop, Premiere, After Effects, Houdini

Employment History

World Builder
Red 5, Laguna Hills, CA, 08/2011 – present
- Responsible for designing and developing compelling open world and pvp environments for Firefall.
- Decide layout, lighting, prop placement, terrain creation, while keeping to the feel and story of the game..

World Designer
BioWare, Austin, TX, 01/2010 – 01/2011
- Spawned worlds with hostile and ambient NPCs, including vendors, trainers, mobs, and bosses *For Star Wars: The Old Republic.* Reconstruct environments to fit purposes of NPCs.
- Create generic and boss-fight combat situations, factoring in NPC behavior, outfit, path finding, and encounters scaling for groups. Implemented secondary systems including vendors, trainer, etc

Environment Artist
Reel FX, Dallas, TX, 02/2008
- Model and texture art assets

Games & Mods

Designer/Scripter/Artist
DM Volcano**,** 03/2011 – 05/2011
- Unreal 3 map**.** Vertical Deathmatch map that takes place inside a volcano with raising lava level every 4 minutes.
- Modeled and textured additional art assets.

Designer/Scripter
CTF_Bombardment, 02/2010 – 09/2010
- Team Fortress 2 map. Player must find the enemy's key and turn off enemy's base defenses to bombard it killing occupants who don't make it safety.

Designer/Scripter
Dungeon Master**,** 06/2009 – 11/2009
- Neverwinter Nights mod. Real Time Strategy where the player must construct buildings and set up defenses to fight off waves of enemies. Player is able to create minions and command them.

Designer/Scripter
Angel Gates, 09/2009 – 12/2009
- WH40K: DOW2 map, LUA
- Multiplayer. Two forts against each other with swarms of Tyranids pathing through the city in-between. Opening one of the front gates will allow tyranids to swarm into the fort. Gates can be opened by players on either side.

Lead/Designer/Artist
Snow Craft / Mage Craft **,** 09/2006 – 04/2007
- They multiplayer FPS games where the player can choose between 4 distinctive classes
- Snow Craft is an epic snowball fight.
- Mage Craft is a battle between mages and knights.

Education

Bachelor of Arts in Arts & Technology, University of Texas at Dallas — 2008