

Terrence M. Cronin

Designer

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SKILLS

- **Editors:** FrostEd / Schematics / Worldmachine (DICE), Heroblade / Dojo (Bioware), UnrealEd / Kismet (UDK, UT3, GoW), Source (Hammer), G.E.C.K. (Fallout 3),
- **Design Skills:** Level and game flow planning from concept to design document, block out (BSP, Max, XSI, Maya), scripting, texturing, lighting, static placement, trigger systems, enemy placement/pathing, AI design/scripting, and level optimization, streaming, VO scripting
- **Languages:** TESScript (Fallout 3), C#, Lua
- **Writing:** Level Design Docs and Abstracts, Asset Databases, Game Design Docs, Pitch Docs
- **Art:** 3D Studio Max, XSI (Softimage), Adobe Photoshop, After Effects, Zbrush, Mudbox, Google SketchUp, Crazybump
- **General:** TortoiseSVN, Microsoft Office (Word, PowerPoint, Excel), SCRUM, Perforce

GAME DEVELOPMENT EXPERIENCE

Mirror's Edge 2 – PC / PS4 / XBOXONE

Level Designer / Scripter

Oct 2013 – Present
Stockholm, Sweden

- Creation and maintenance of open world and mission spaces
- Responsible for creating 2 main missions and a majority of side mission content including mission pitches, design docs, gameplay geometry, scripting, playtesting and finalizing.
- Implement scripting standards and teach them to the rest of the levels team
- Assist tech scripting lead and fulfilled level optimization tasks

Battlefield 4 – PC/XBOX/PS3/PS4/XBOXONE

Mission Scripter

Aug 2012 – Oct 2013
Stockholm, Sweden

- Designed / implemented missions for BF4's single player campaign
- Scripting Enemy introductions and patrols including vehicle scripting
- Mission pacing and balancing
- Geometry layout and item placement
- Prototyped action and stealth play styles as well as tank and helicopter boss fights

Star Wars: The Old Republic – PC MMORPG

Spawn / NPC Combat Designer

May 2011 – May 2012
Austin, Texas

- Part of a four-man team responsible for creating and balancing all class and open world combat on 17 entire planets including transitional and story areas
- Worked with Spawning, Scripting and Writing teams to spawn ambient and combat spaces
- Designed and scripted a dozen unique boss fights
- Designed and scripted new abilities for combat NPC's
- Create Whitebox / Greybox levels for Rise of the Hutt Cartel Expansion

MODDING EXPERIENCE

DM-Livitras – PC / Unreal Tournament 3 Multi-player map Feb – Mar 2010
Level Designer / Scripter / Artist Guildhall, SMU

A complete re-envisioning of the original Quake map, DM17 that improved flow by added additional platforms along the outskirts of the middle and upper floor. I created over 15 custom forest assets ranging from modeling/texturing the tree players play on, creating trim for platforms, and particle effects simulating a flock of birds flying through the trees as well as scripted rising fog to obscure the lowest level of the map during play.

Dogs Triumphant Return – PC / Half Life 2 Single-player map Jun – Jul 2010
Level Designer / Scripter Guildhall, SMU

Replaced traditional Half Life 2 gameplay with 3rd person “Brawler” gameplay where players can play the iconic “Dog” from the original Half Life 2 game. To fulfill the player power fantasy of playing as a huge robot, three new attack moves including a forward attack (punch), area of effect attack (ground pound), and the ability to throw cars at your enemies were created; additionally a new player health system was created for players new avatar that incorporates an absorption shield

Deliverance - Gears of War single-player map Apr – May 2010
Level Designer / Scripter Guildhall, SMU

Implemented a cinematic 10-15 minute single player GoW experience in a overgrown backcountry environment. Scripted new device for closing Emergence Holes called “Junk Shot”, where the player can push a car into the Emergence Hole to close it and designed “Dynamic Emergence Holes” that spawn enemies at the Emergence Hole furthest from the player, which makes it difficult to close them with grenades

Animal Cruelty – Fallout 3 single-player map Nov 2009 – Dec 2010
Level Designer / Scripter/ Writer Guildhall, SMU

Wrote and designed a drama with a sense of humor containing over 100 lines of dialogue in the main quest that develops four characters: Harry, Sally, Ghoulletta (Harry’s mistress), and the antagonist, Mr. Vick. The story centers around the search for the player’s main travel companion, Dogmeat, and leads the player along a branching quest that alters player’s path through the level and how characters interact with you and their kin. Faction changes, assaults, retreats, witty conversations, hazards, and branching paths and ultimately revenge are all created to tell the story.

EDUCATION

The Guildhall at Southern Methodist University Aug 2009 – Dec 2010
Master of Interactive Technology, specialization in Level Design Plano, TX
Faculty and Student Honor Award recipient for DM-Livitrans and Dog's Triumphant Return

Master's Thesis – “What Design Techniques Are Most Effective
At Promoting Player Exploration When Given Linear Objectives”. May – Dec 2010
Plano, TX

Fashion Institute of Technology May 2002 – May 2006
Bachelor of Fine Arts: Computer Graphics and Interactive Media Manhattan, NY
Graduated Suma Cum Laude, Dean's List
Honor Award recipient

OTHER WORK EXPERIENCE

Permanent Freelance, Dream Rider Studios Jan 2007 – Mar 2008
3d Generalist Long Island City, NY
Created, textured, lit, animated and rendered models for commercial projects

Freelance Architectural Modeler, Sea Right Studios Jul – Aug 2005
3d Modeler Long Island, NY
Modeled two buildings in XSI, to be located at 303 E 51 St. and 382 Greenwich Street, Manhattan, NY