

GAME LEVEL ARCHITECT / ENVIRONMENTAL ARTIST

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EDUCATION

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Master of Architecture (M.Arch),

University of South Florida, School of Architecture and Community Design, Graduated in: 2008, GPA: 3.8

Associate of Arts (AA),

Brevard Community College, Graduated in: 2000, GPA: 3.6

PROJECTS, PERSONAL AND OTHERWISE

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Computer Game MODs

CoSaS 1: Gathering at the Inn

Released: 2001

Position: Director, Writer, Playtester

The work of a handful of designers, artists, voice actors, animators, and programmers. It was received with enthusiasm by the Thief fan community.

CoSaS 2: Mission X

Released: 2008

Position: Director, Level Designer, Writer, Textures, Prop design, Quest/Event Implementation, Artist

The work of several dozen designers, artists, voice actors, animators, and programmers. It was received with a tremendously enthusiastic response from the Thief fan community.

CoSaS: The Nine Year Sleep

In development

Position: Director, Level Designer, Writer, Textures, Prop design, Quest/Event Implementation, Artist

Fable of the Penitent Thief

In development

Position: Level Designer, Writer, Prop design, Quest/Event Implementation

The contribution of many objects and textures through the 26 CoSaS Release Packs and participation in the Enhancement Project.

The Haunted Cathedral

Unreleased proof-of-concept cathedral build in 3dsMax and Unreal 3.0, based off the building of the same name in Thief: The Dark Project

Nightblade

In development

Position: Level Design (UDK & 3Dsmax)

Books and Other Writing

Author, Fiction, Serial Correspondence of Thieves

Pulp-fantasy adventure inspired by Thief: The Dark Project and its community of fans. 1100+ pages.

Author, Short Fiction, All There is to See

A surreal and contemplative scifi/fantasy fable. Full illustrated.

Author, Children's Literature, The Great Big Enormous Never-ending Wall

A tale of ingenuity and teamwork. Full illustrated.

Author, Fantasy Storybook, The Adventures of Clifton Thrift

A traditional fairy tale. Full illustrated. 44 pages.

Author, Children's Literature, A Fret Called Fret

An extremely silly book. Full illustrated. 12 pages.

Engaged in amateur game-industry journalism from 1998 – 2005, conducting interviews with designers and producers from Looking Glass Studios, Irrational Games, Arkane Studios, and ION Storm Austin.

DANIEL ELIAS TODD

[HTTP://WWW.DIGITALNIGHTFALL.COM](http://www.digitalnightfall.com)

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### Websites and Online Communities

Through the Looking Glass: <http://www.ttlg.com/forums>

Founder (1998), Administrator, Moderator. A website network and community forum dedicated to the PC game series Thief, System Shock, Deus Ex, Arx Fatalis, Dark Messiah, and Bioshock. Staff of over a dozen and an international forum of over 20,000 members.

Thief - The Circle: <http://www.thief-thecircle.com/>

Founder (1998), Designer, Editor in Chief. A news and archival site dedicated to the PC game series "Thief" and the hundreds examples of fan-made mission, personal fiction, artwork, and music based on it.

Deus Ex Machina: <http://www.deusex-machina.com/>

Founder (1999), Designer, News Editor. A news and archival site dedicated to the PC and console series, Deus Ex. Currently undergoing a redesign.

SShock2: <http://www.sshock2.com>

Founder (1999), Designer, News Editor. A news and archival site dedicated to the PC game series, System Shock.

Stygian Abyss: <http://www.stygianabyss.com>

Founder (2001), Designer, Editor in Chief. A news and archival site dedicated to the PC games Ultima Underworld 1 & 2, Arx Fatalis, and Dark Messiah.

The CoSaS Project: <http://cosas.ttlg.com>

Founder (2000), Designer. A presentation site dedicated to the Thief 2 modification, The Circle of Stone and Shadow.

### SKILLS, TOOLS, AND MEDIA

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#### Experience

Over 11 years of team-based amateur game design and modding

3 years of graduate-level academic experience in 3d environmental and architectural design and modeling

Over 16 years of amateur and professional graphics design and web design

Experienced in the following applications,

3ds Max 2010

Adobe Photoshop CS2

Google Sketchup Pro 6

AutoCAD (Architectural Desktop 2008)

MS Word / Power Point 2007

Dromed 1.18

Unreal Development Kit (including Kismet, Matinee, Cascade)

Familiar with the following applications,

MS Excel / Access 2007

Maxwell Render

Adobe Premier CS3

Sony Soundforge

Experienced in the following physical media,

Pencil, charcoal, pen, marker, and ink, freehand sketching and hard-line drafting

Wood, card, chip, & museum-board, acrylic, plexiglas, and ceramic, and cement sculpting and craftsmanship

Experienced in the following writing forms,

Fiction; short stories, novels - Academic papers and thesis - Interactive entertainment; branching dialog, ambient writing

Scripts for short animated films - Amateur game-industry journalism, interviews

Personal Traits,

Experience working individually or with teams, both in team-mate and leadership positions.

Seeks out other talented individuals and engages and inspires them, pushing them to produce better than their best.

Extremely creatively motivated and ambitious. Relentlessly pursues project completion and deadlines.

Excellent short term and long term time management.

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## PREVIOUS EMPLOYMENT

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### Target Corporation,

Logistics, Tampa, Florida, 2003 – 2004

Promoted to peer trainer after just three months

Recommended for team captain position

Was given highest score possible at yearly review

Briefly held every logistics position in the store except management, typically assigned to the most difficult tasks

### Sears & Roebuck Corporation,

Commission sales - electronics, Merritt Island, Florida, 2002 – 2003

Frequently held the highest volume of items sold in the department

### NSync Data Systems,

Web design, Cape Canaveral, Florida, 2002

Brought in as temporary help for three months

Designed several complete websites with a team of two other designers

### Brevard Community College,

Office assistant, Cocoa, Florida, 2001 – 2002

Assisted in a variety of task, from data entry to peer tutoring and proofreading