

DANIEL ELIAS TODD

HTTP://WWW.DIGITALNIGHTFALL.COM – 321.631.6791 – 2765 FRIDAY LANE, COCOA FL, 32926

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## LEVEL DESIGNER

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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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### Game Design

#### **Archasis**

Currently in Development by virtual studio **VectorSource, LLC**

Position: Level Design, Environmental Art

A licensed UDK 3<sup>rd</sup> person strategy RPG based on the UT2004 mod of the same name.

<http://www.vectorsrc.com>

<http://www.archasis.com>

#### **Nightblade**

Canceled project by virtual studio **Black Cat Games**

Position: Level Design (UDK & 3Dsmax)

A UDK 1<sup>st</sup> person multiplayer sneaker based on Thievery UT.

### Computer Game MODs

#### **CoSaS 1: Gathering at the Inn**

Status: 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**

Status: 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**

Status: In development

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

#### **Fables of the Penitent Thief**

Status: Currently in Beta Testing

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

### Additional Game Design Work

#### **The Haunted Cathedral**

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

#### **Marsha's Arts**

Bioshock inspired level built in 3dsMax and the UDK, created as a design exercise.

### 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.

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. 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.

### Academic Architectural Projects

#### Icomde IT Center

Conceptual information-technology institution, geared towards collaboration and creative pursuits

Designed as part of my master's thesis, "The First Icomde"

#### Junction Co-Housing

60 unit apartment complex, with a generous assortment of high-tech shared amenities

#### Kyoto Station

Massive Japan-Rail station with sprawling commercial complex

Designed during a 7-week study abroad semester in Japan

#### Dagasa Office & Mixed Use

Urban infill featuring office space, townhouses, retail units, and parking garage

#### SOHO Monorail Station

A small monorail station and surrounding public plaza, including retail and commercial units

#### A Re-Envisioned Library

The transformation of a late 1900s bank into a modern public library through renovation and addition

#### An Experimental Kindergarten

Conceptual pre-school for ages 3 – 5

#### Franciscan Center Pavilion

Actual construction of a concrete foundation

#### Live/Work Café

"The Floating Corner" An eccentric interpretation of a classic archetype based in Miami, Florida

#### Riverside Pavilion

"An Assembly of Compassion" A gathering place for community renewal

### 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. 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".

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.

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.

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### 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 CS4
- Google Sketchup Pro 6
- AutoCAD (Architectural Desktop 2008)
- MS Word / Power Point 2010
- Dromed 1.18
- Unreal Development Kit (including Kismet & Matinee)

#### Familiar with the following applications,

- MS Excel / Access 2007
- Adobe Premier CS4
- 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.

### 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