

Mark Edwards

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Summary

I am a highly-motivated and passionate level designer looking to break into the industry; to work as part of a skilled team and push myself to improve my skills while taking on new challenges.

Education

- Birmingham University 2005-2008
BA Political Science 2:2
- Aldridge School 1998-2005
Three A-levels and 9 GCSE A-C grades

Experience

Ham and Jam, 2005-present - www.hamandjam.org

- A WW2 Source modification based around Commonwealth forces in Europe and Africa.
- Responsible for two maps - haj_gold and haj_mercury - from concept to completion, including creating props and materials where necessary.
- Worked with the other team members to make sure all maps fit with the mod's unique focus on teamwork.
- Before release, I also took over a third map, haj_archery, for a final art pass.

Personal Work

- Yama - 5-map Left 4 Dead 2 campaign, including over 500 custom materials and 300 props.
- Dead Meat - a survival map for Left 4 Dead.
- Cherbourg - 5-point map for Day of Defeat: Source.
- Dogsector - a beach map for Day of Defeat: Source.
- Tanker - an objective map for Zombie Panic: Source, now an official map.

Engine and Software Experience

- Source, Unreal, (some) Cryengine
- Photoshop CS3, 3dsMax 2008

Additional Languages

Intermediate Japanese, conversational German, basic Icelandic.

