Mark Edwards

Tel: 07772 884194
www.scorchingcraniums.com
marksedwards@virginmedia.com
124 Redhouse Lane, Walsall, WS9 0DB, UK

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.
- As art lead, I worked with the other team members to ensure consistency and to make sure all maps fit with the mod's unique gameplay.
- Before release, I also took over a third map, haj_archery, for a final art pass, as well as optimising, detailing and bug-fixing all our other maps.
- Extensive testing, both as a team and by myself.
- Contributed towards overall design decisions and features.

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, Cryengine
- Photoshop CS3, 3dsMax 2008

Additional Languages

Intermediate Japanese, conversational German, basic Icelandic.