

Patrick Krefting

Contact

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Portfolio : www.increasedcoffee.com

Profile

Senior Level Designer. Five Shipped Titles (including Three AAA). Six Years Experience.

Objective To work within a design team composed of artists, designers, who also share my passion for creating games with consistency and quality across the board.

Availability Currently Available

Key Skills

Proficient with the following engines and tools:

Unreal Engine

Unreal Editor 3.0

- 3+ years developing Brothers in Arms: Hell's Highway, Borderlands, and Aliens: Colonial Marines.
- In depth understanding of the Engine's Kismet scripting system.
- Ability to create quality cinematics with the Matinee tool.

Unreal Editor 2.0

- 1.5 years developing both Brothers in Arms: Road to Hill 30 and Earned in Blood.
- Scripting in-game events and functions with UnrealScript.
- Creating cinematics within Matinee.

Source Engine

SourceSDK

- 2 years developing with Source Engine

Valve Hammer

- 5+ years developing with original Half-Life Engine

Work Experience

Gearbox Software, Level Designer

2004 to 2008

Brothers in Arms: Hell's Highway (Xbox 360, PS3, PC)

2008

- Collaborated with a team of designers on the layout for *Baptism of Fire*. Solely responsible for the design, implementation, and final polish of the majority of combat and FX for the level.
- Designed and implemented layout and combat for areas within the levels: *Five O' Sink*, *Written in Stone*, *Rabbit Hole*, and *Operation Garden*.
- One of the few designers to Lead Technical Research and implementation of level streaming, performance, and memory allocation for both PS3 and Xbox 360 specs.

Brothers in Arms: Double Time (Wii)

2008

- Took part with a small strike-team of designers to update the combat and detail of the original Brothers in Arms: Road to Hill 30 and Brothers in Arms: Earned in Blood levels, which would later be used in the Wii title Brothers in Arms: Double Time.

History Channel's Brothers In Arms: Road To Hill 30 Special

2006

- Worked with a small team of designers to create machinima used in History Channel special aired on December 15, 2005.
- Updated existing and created entirely new scenes using only assets from both Brothers in Arms: Road to Hill 30 and Earned in Blood.
- Worked closely with the History Channel's production team to ensure work was done on time and to their specifications.

2005

Brothers in Arms: Earned in Blood (Xbox, PC)

- Pioneered the Cinematic Team at Gearbox. Working with Lead Writer Michael Neumann in creating processes for developing quality and consistent cinematics within the Brothers in Arms franchise.
- Worked on the majority of the cutscenes, including the four story-driven “Bookends” cinematic chapters.
- As a result of the creation and my work within the Cinematics Team, Earned in Blood was nominated for an Academy of Interactive Arts and Sciences Award for "Outstanding Achievement in Story and Character Development"
- Worked in tandem with another designer in developing the level to showcase Brothers in Arms: Earned in Blood at its first E3.
- Designed both layout and combat for levels *Close Quarters* and *Eviction Notice*.

2005

Brothers in Arms: Road to Hill 30 (Xbox, PC)

- Assisted in design of Brothers in Arms gameplay.
- Developed the combat portion of the E3 presentation level for Brothers in Arms: Road to Hill 30 for its first public viewing in 2004.
- Designed the layout and combat for levels *Foucarville*, *Crack of Dawn*, and *Ripe Pickings*.
- Scripted out the main cinematic work in the story chapter *Victory in Carentan*, including main character animations, dialogue, background animation, and effects.

2006 to 2007

Mentorship

- Mentored Guildhall interns to familiarize them with UE3, and taught them how to properly design Brothers in Arms combat and use our custom tools.

Valve Software, Level Designer (Contract)

2002 to 2003

Day of Defeat (PC)

2003

- Contract work for Valve Software on the retail version of Day of Defeat.
- Designed and scripted the level *dod_zalec*.
- Worked with development team to Q / A all levels.

Awards

Brothers in Arms: Earned in Blood

- Nominated for an Academy of Interactive Arts and Sciences Award for "Outstanding Achievement in Story and Character Development."
- TeamXbox Editor’s Choice, Gamespy Editor’s Choice (Xbox)

Brothers in Arms: Road to Hill 30

- IGN’s Best of E3 Award, Gaming Illustrated Best of E3, Game Revolution Best of E3, Game Chronicles Best of E3
- TeamXbox’s Editor’s Choice, Gamespy Editor’s Choice (Xbox), Gamespot’s Editor’s Choice (Xbox)

Education

Bachelor of Arts, American History

1999 to 2003

University of Minnesota—Twin Cities
Minneapolis, Minnesota

Extracurricular Activities and Responsibilities

Boy Scouts of America

1995 to 1999

Eagle Scout, Troop 6, Lutheran Church of the Good Shepherd
Minneapolis, Minnesota

References and Letters of Recommendation available upon request.