

Robyn Stotter

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PROFESSIONAL EXPERIENCE

Valve Corporation — *Level Design Contributor*

August 2014 - October 2017

Independently designed the Team Fortress 2 levels “Suijin” and “Mossrock” which was licensed and featured in Valve’s Team Fortress 2 as permanent additions to the game.

- Document and plan 2D sketches and 3D prototype.
- Iterate 3D environment based on weekly public feedback.
- Collaboration with Environment Artists to fit the overall vision.
- Work with Valve Corporation to polish and ship levels for global deployment.

Nvidia Corporation — *Contract Level Designer*

November 2015 - June 2016

Independently designed and detailed a level for Team Fortress 2 for use as a tournament level.

- Worked with contacts at Nvidia Corporation to produce a design document for a 3D environment and level fitting their needs.
- Produced 2D sketches and 3D prototypes.
- Iterated design based on weekly feedback from the Nvidia team.
- Created 2D textures and 3D models for use with the level.

PERSONAL EXPERIENCE

Team Fortress 2 Japan Prop Pack

January 2014 - August 2015

Personal and collaborative work with a community environment artists to concept, design and create 3d models and 2d materials for the release of an asset pack to the community.

- Organise and manage assets required, and delegate tasks.
- Design and code the asset pack website.
- Created logos and other promotional material for the pack.
- Provide feature support and bug fixing of released content.

TF2Maps.net — *Senior Staff Member*

July 2014 - Present

- Organised and managed large contests and community events, including design contests and charity fundraisers.
- Performed data entry for large community events.
- Moderated chat room and forum discussion, taking action on members causing trouble if necessary.
- Facilitated inter-community contact and projects.
- Provided technical help and design feedback/critique on levels and environments.

EDUCATION

Murdoch University, Australia — Bachelor of Creative Media

February 2012 - November 2014

Major in Game Art & Design and Interactive Design.

Helena College, Australia — West Australian Certificate of Education

2006 - 2011

SKILLS AND ATTRIBUTES

Key Skills

- Strong problem solving skills.
- Task management and prioritisation.
- Personal time management skills, strong ability to work to and meet deadlines.

Technical Skills

- Proficient in Microsoft Word, Excel and Powerpoint and Adobe Creative Suite.
- Strong knowledge in modern computer hardware.
- Knowledge of C#, Java, JavaScript, Lua and Python programming/scripting languages.
- Strong knowledge of HTML and CSS markup languages.

Personal Attributes

- Strong eye for detail.
- Excellent communication skills and proficiency with the English Language.
- Keen attitude to learn and take on new tasks.

REFERENCES

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