

# Dana Dispenza

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## WORK EXPERIENCE

### Various Contract Work (2013 to present)

Freelance Designer

- Designed, built and scripted multi-player maps.
- Implemented environment art and lighting.
- Implemented sound design and placed markers.
- Tuning and balancing for gameplay, ballistics and scoring.
- Multi-Player gameplay consultation.

Titles: *Unannounced Unreal based FPS*

### Spark Unlimited (2011 to 2012)

Senior Designer

- Designed, built and scripted single player levels for Lost Planet 3.
- Designed game mechanics and interactions for Mech and Player on foot.
- Wrote ancillary story and plot for owned levels.
- Managed engineering, art and animation direction for owned levels.
- Assisted in A.I. development and behavior sets.
- Assisted in combat development for biped and creatures.
- Managed trade show demo level team.

Titles: *Lost Planet 3(PS3, Xbox360)*

### Disney Interactive (2008 to 20011)

Design Producer

- Provided creative direction and design oversight for DIMG console and handheld titles.
- Simultaneously managed multiple titles for both internal and external development teams.
- Prototyped game-play in commercial tools for integration by developers.
- Worked with developers on various development tools to help solve issues or complete milestones.
- Managed new IP development and several new franchises.
- Managed brand protection and quality reinforcement of Disney IP's.
- Primary person responsible for creative approval on assigned projects.
- Assisted in developing new process and procedures for design department.

Titles: *Epic Mickey (Wii), Guilty Party (Wii), Split/Second (Xbox360), Tron: Evolution (PS3, Xbox360)*

Multiple Un-Published Marvel Projects (PS3, Xbox360)

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## KEY SKILLS

- Level Design
- System Design
- Player Abilities Design (3rd and 1st person)
- 2D and 3D level mock-ups using Visio and SketchUp
- Level block out/grey boxing using Unreal and Maya
- Gameplay balance and tuning
- Project management and Scheduling

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## TECHNICAL SKILLS

- Unreal
- Source
- Radiant
- Unity
- Maya
- Hansoft
- PerForce
- DevTrack
- Flie Maker Pro
- Confluence
- MS Office
- Visio
- Photoshop
- Visual Studio

## **Spark Unlimited (2006 to 2008)**

### **Senior Designer**

- Designed, built and scripted single player missions.
- Assisted in core mechanics development (player interactions and functionality).
- Assisted Lead Designer and Lead Engineer developing weapon ballistics.
- Designed, built and scripted multi-player maps.

Titles: *Turning Point (Xbox360, PS3, PC)*, *Legendary (Xbox360, PS3, PC)*

## **Novalogic (2003 to 2006)**

### **Level Designer**

- Designed, built and scripted Single player and Co-Op missions.
- Wrote rough dialogue drafts for mission scripts.
- Researched game subject matter, weapons, military tactics, equipment and environments while writing.
- Design information database.
- Worked with engineers on ballistics and balancing.
- R&D for next generation single player FPS.

Titles: *Black hawk Down: Team Sabre*, *Joint Operations: Typhoon Rising*, *Joint Operations: Escalation*, *Delta Force Xtreme*

## **THQ Inc. (2001 to 2003)**

### **Assistant Producer**

- Managed multiple licensed titles simultaneously with different developers.
- Wrote high concept design and collaborated with developer on Game design document.
- Managed and booked voice talent for all assigned projects.
- Communicated with Licensors on a weekly basis to ensure brand needs were met.
- Worked with Licensing, Marketing and Localization departments assisting them in obtaining assets related to projects under my management.
- Primary person responsible for managing QA team during Alpha and Beta cycles.

Titles: *Hot Wheels: Velocity X (Gamecube, PC)*, *Scooby Doo: Night of 100 Frights (PS2, Gamecube)*, *Scooby Doo: The Movie (GBA)*, *Monsters Inc.:Scream Arena (Gamecube)*, *Monsters Inc (GBA)*, *Scooby Doo and the Cyber Chase (PS1)*

## **Sony Computer Entertainment of America (2001)**

### **Third Party Product Analyst**

- Responsible for final test phase and authorization of third party games for the Playstation and Playstation 2 game consoles.
- New hardware testing for incoming new products and additions to consoles.

## **Personal Accomplishments**

- Inventor of published patent “methods for using images to generate game-play content”.
- Gnomon School of Visual Effects: Maya 1.
- Special Effects pyrotechnician of 12 years for movie industry.

**References available upon request**