Leland Cudney

351 Acacia Ave, Apt 5, Carlsbad, CA 92008 || 315.663.5796 || LelandFCudney@gmail.com

Portfolio: http://lelandfcudney.wix.com/technicaldesign

EXECUTIVE STATEMENT

Passionate technical designer experienced with creating engaging, AAA quality mechanics, systems and content for both single-player and multiplayer environments. Design driven with firsthand knowledge in programming and art processes. Enthusiastic team member with a strong work ethic and desire to make something fun, creative and meaningful.

PROFESSIONAL QUALIFICATIONS

Systems Design	Prototyping	Content Design
Systems Programming	Conceptualization	Design Documentation
Systems Balancing	2D and 3D Level Design	Quality Assurance

SOFTWARE EXPERIENCE

Autodesk Maya, Blender, C++, C#, Confluence, Git, Glogg, Jira, Microsoft Office Suite, Perforce, Photoshop, Proprietary AAA Game Engines, Unity, Visual Studio

DEVELOPMENT EXPERIENCE

August 2016 - Current, Rockstar San Deigo, San Diego, CA: Position - Technical Designer
- Coordinated directly with various departments such as Audio, Art, Animation, Cinematics, Code, Production and Quality Assurance to produce polished, AAA quality experiences for Red Dead Redemption 2 and Red Dead Redemption Online.
- Responsible for architecting, maintaining, and expanding upon a content creation tool used by developers to rapidly create multiplayer missions for Red Dead Redemption Online.
- Daily tasks included discussions with various disciplines to implement and maintain features, bug fixing, supporting developers authoring content with my tool, and interfacing with other technical designers and their systems.

June 2015 – August 2015, Vicarious Visions, Albany, NY: Position - QA Tester
- Identified bugs in daily builds and clearly communicated to the development team the steps necessary to reproduce them.
- Managed bug tracking with Jira by opening new bugs, closing bugs after verifying that they had been fixed, and providing developers with other information upon request.
- Worked with the testing team to efficiently divide tasks to quickly and accurately complete build verification tests, feature sweeps, cooperative online testing, and other ad hoc tests.

January 2015 – April 2015, C4M Productions, Montreal, QC: Position - Design Advisory Board Member
- Met weekly with a board of three other students of Champlain College and the design team of C4M Productions to discuss and review a variety of design decisions.
- Tested and analyzed builds of the game as they were developed and examined a wide range of design decision topics including, but not limited to, tutorial format, multiplayer structure and balancing, and level design.

EDUCATION

2012 – 2016, Champlain College, Burlington, VT: Game Design Major, Game Programming Minor
- Lead designer on Space Dunk, a project developed over a year as part of my senior capstone.
- Carried out designer role on various small group projects in classes meant to emulate the industry.
  - Developed and documented concepts through the use of game design documents, rapid prototyping and QA testing.
  - Pitched initial project proposal to class.
  - Developed, tested, and iterated on preliminary concept. Presented project updates to the class.
  - Worked closely with multidisciplinary team members to meet milestone deadlines.