

## Sean Noonan

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### Objective

I am a lifelong passionate gamer with 8 years experience in design, with 5 years at a professional level. At present I am Lead Level Designer at Ruffian Games. My aim is to work with a talented and committed team who genuinely aspire to create high quality, creative interactive experiences and set new precedents in design along the way.

### Skills

- Level Design
- Mission Scripting
- Combat Design
- Game Mechanics
- Character Design
- Cinematics
- Particle Effects
- Design Documentation
- Product Pitches
- Training

### Software Experience

- Extensive knowledge of Crytek's "CryEngine 3"
  - Sandbox Editor
  - Flowgraph Visual Scripting System
  - Trackview Editor
  - Particle System
- Experience using proprietary tools
  - Heavily modified "Renderware" for Crackdown 2
  - Terminal Reality's "Infernal Engine" for Kinect Star Wars
    - "Dante" (proprietary scripting system)
- Good understanding of Epic's "Unreal Engine 3"
  - UnrealEd
  - Kismet Visual Scripting System
  - Cinema (proprietary cutscene tool)
- Working knowledge of Autodesk Maya, Perforce, Adobe Photoshop, Sony Vegas and Microsoft Office software
- Familiarity with Unity3D and Valve Hammer

### Employment History

#### **Lead Level Designer**

Ruffian Games, Dundee

2009 – Present

#### **Unannounced Action Title**

Xbox 360, PS3, PC

- Responsible for pitching a third person action title from concept to prototype to an external publisher
- Linear level designs that support a scripted fixed third person camera
- Cutscene planning, scripting and implementation

#### **Unannounced Kinect Title**

Xbox 360

- Leading a team of level designers to create multiplayer arenas supporting multiple game modes
- Working closely with artists to achieve scripted in-engine cutscenes & set pieces

#### **Unannounced Kinect Title**

Xbox 360

- Assisted with design work including particle effects, cinematics and in-game camera work

#### **Kinect Star Wars – Microsoft/Terminal Reality**

Xbox 360

- Level design and environmental scripting in the duels game mode

## **Crackdown 2** - Microsoft

Xbox 360

- Managing and working in a feature team from prototyping through to end product
- Designing AI behaviours and associated mission content that communicates with gameplay in an emergent open world
- Collaborating closely with artists to achieve level designs required for bespoke gameplay
- Implementing mission and level design using proprietary tools based upon Renderware

## **Mission Designer**

Midway Games, Newcastle

2007 – 2009

## **Wheelman** – Ubisoft/Midway

Xbox 360, PS3, PC

- Designing gameplay around core mechanics and player abilities unique to Wheelman
- Designing scripted, cinematic gameplay in an emergent open world
- Level design for vehicular and on foot action set pieces
- Responsible for the design and scripting of the Xbox Live/PSN Wheelman demo

## **Necessary Force** – Unreleased due to studio closure

Xbox 360, PS3, PC

- Pre-production phase documentation regarding game content and level design
- Drafting out mission/encounter designs for an emergent open world action game

## **Personal Projects** 2011- 2012

### **Unreleased multiplayer title** – Unity based

- Initial concept
- Game mechanics and system design
- Multiplayer level design
- Monetisation design

2004 – 2007

### **The Opera** – Half-Life 2 deathmatch mod

- Designing and texturing small deathmatch levels informed and inspired by Hong Kong action cinema

2004

### **Action Unreal Tournament 2004** – Unreal Tournament 2004 deathmatch mod

- Contributed a large indoor deathmatch/team deathmatch thematically inspired by Hollywood action movie tropes

**Education****Hereford Sixth Form College**

A Level Computing, Law, Psychology, General Studies

**Hereford College of Technology**

NVQ Level 2 & 3 IT & Computing, AVCE Computing, Basic Counseling Skills

**Whitecross High School Hereford**

9 GCSE's (Including English and Mathematics)

**Interests**

I've been into video games for as long as I can remember. Historically I've enjoyed shooters, particularly the id classics and in recent years I've gained an appreciation for larger scale open world titles with a healthy addiction to games featuring RPG elements. I spend a lot of my time enjoying cinema ranging from crime thrillers through to horror. I'm a huge fan of HBO's The Wire, The Sopranos and Rome. I like to run and enjoy a healthy lifestyle.

**References**

*Ruffian Games references are available upon request*

Shaun Himmerick, Studio Head and Executive Producer at WB Games Chicago

[SHimmerick@wbgames.com](mailto:SHimmerick@wbgames.com)

Mark Thompson, Level Design Director at Ubisoft Montreal

[mark.thompson@ubisoft.com](mailto:mark.thompson@ubisoft.com)

Simon Woodroffe, Creative Director R&D at Sega West

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