

# Andre Marentette

#147 Doon Dr. London ON, Canada  
andremarentette@gmail.com :: www.andremarentette.com :: 778-323-1035

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## OBJECTIVE:

To obtain employment as a game designer in the video game industry.

## EMPLOYMENT EXPERIENCE:

<b>Part Time Instructor – Role Playing Lab (Shadowrun Campaign)</b> Vancouver Film School (2 years, 6 months)	Vancouver, BC	2011-2013
<b>Technical Level Designer – Dead Rising 3</b> Capcom Vancouver (1 year, 6 months)	Burnaby, BC	2011-2012
<b>Quest Designer – Pirates of the Caribbean: Armada of the Damned (Canceled Project)</b> Propaganda Games (5 months)	Vancouver, BC	2010

## OTHER EXPERIENCE:

<b>Playtesting (offsite, non-paid) - Shadowrun Returns; Shadowrun Dragonfall</b> Harebrained Schemes (2 months, cumulative)		2013-2014
<b>Composer – Alien Space Lizards ATTACK! (i-Phone)</b> Drumskull Games (2 months)	Vancouver, BC	2010

## EDUCATION:

<b>Diploma With Honors in Game Design</b> Vancouver Film School (VFS)	Vancouver, BC	2009
<b>BA in English and Classical Studies</b> University of Western Ontario (UWO)	London, ON	2006

## DEAD RISING 3:

- Created, implemented, and maintained more than half the total side mission content in the game
- Secondary support for all other mission content, including mainline missions
- Primary contact for dialog scripting and animation support from other level designers
- Worked with other designers as a group to populate and support the world design through item placement
- Implemented challenges across the game world
- Created and maintained design documentation regarding side mission content and dialog related materials
- Wrote all temporary dialog for side mission content
- Worked with other designers and developers to update and build a new tool set for the project

## POTC: ARMADA OF THE DAMNED:

- First contact regarding gameplay, implementation, and management of the game's third act and ending sequences
- Managed and maintained the implementation of a lore system
- Created and maintained complex side quests using iconic Pirates of the Caribbean characters
- Maintained documentation for the areas listed above to ensure accuracy with current game build
- Tracked all side quest loading/availability conditions throughout the game

## **ROLE PLAYING LAB INSTRUCTION:**

- Created a trilogy of Shadowrun campaigns to be completed over the course of fourteen three-hour classes
- Developed a large NPC cast with unique backgrounds, motivations, and narrative styles within the Shadowrun universe
- Wrote exposition and banter for NPC dialog within each campaign (to convey story and respond to player interaction)
- Created an online database to support the fictional elements of the campaign trilogy (the GSI)

## **SHADOWRUN RETURNS/DAGONFALL PLAYTESTING:**

- Played through full campaigns and documented extensive high-level / low-level feedback on multiple areas (gameplay, level designs, enemy encounters, narrative, etc.)
- Reported bugs and crashes when encountered (through e-mail communication and online forms), and provided repro steps and additional information as needed.

## **SKILLS AND EXPERIENCE:**

- Heavy documentation for game designs in multiple genres and styles
- Various scripting scenarios (enemy encounters, environment obstacles/gameplay, missions/quests)
- Strong narrative abilities (engaging plots, characters, and quests in both prose and dialog)
- Detailed design processes (paper plans, whiteboxing, gameplay/art/lighting planning and implementation)
- Game tool design/feedback and implementation (animation and dialog systems)

## **RELEVANT SKILLS AND APPLICATIONS:**

- Experience with several level editors (UDK, Unity, Hammer, and Custom Tools at two studios)
- Experience with visual and text based scripting (C#, UDK Kismet, and other visual scripting systems)
- Art tools (3DsMax, Maya, modular art systems)
- Industry project and testing tools (Perforce, Confluence, JIRA, asset browsers)
- Microsoft Office (Word, Excel, Powerpoint, Visio, Project)
- Adobe Suite (Premiere, Photoshop, After Effects, Dreamweaver, Flash)
- Strong writing ability to create documentation for large and small scale projects
- Experience working in teams and providing team management for large and small scale projects

## **AWARDS:**

### **Scholarship**

- VFS Scholarship Competition Vancouver, BC 2009

### **Project Awards**

- Best Game Mod/Level Design (Mezeah) Vancouver, BC 2009
- Finalist for 'Ascendancy' (Make Something Unreal Contest) 2009

## **INTERESTS:**

- Eclectic taste in gaming across multiple consoles/platforms and genres
- Table-top gaming (Dungeons and Dragons, Shadowrun)
- RPGs on consoles (large catalogue of role playing games, and extensive knowledge of them)
- MMOs (World of Warcraft, Guild Wars 1, Guild Wars 2, Aion, Rift)
- Music (life-long musician on multiple instruments, and composer under artist name "Resk Lirome")

**REFERENCES AVAILABLE ON REQUEST**