

Richard Cottrell

Employment

Quality Assurance Tester - Naughty Dog

Unannounced Singleplayer Game, Unannounced Multiplayer Game
August 2021 to Present

Used professional and proprietary tools to research and document bugs
Provided development support for design, art, and production departments
Completed procedural and ad-hoc test cases as part of team of twenty

Freelance Level Designer

Shattered Relics, Allerian Dawn, Kill Spree
June 2020 to Present

Prototyped 3d FPS, RPG, & MMO levels on direction from creative director
Prepared pitches using diagrams and models to discuss possibilities
Wrote documentation describing integration of mechanics and themes

Graduate Architectural Researcher

UNCC DesignLAB
August 2018 to May 2019

Designed and modeled proposals as part of a team of professors and peers
Produced explanatory presentation material for juries and academics
Iterated and developed diagrams and visual material in response to briefs

Education

Post-Graduate in Game Design, 2020

Southern California Institute of Architecture

Master of Architecture, 2019

University of North Carolina, Charlotte

Bachelor of Science in Civil Engineering, 2016

New Mexico Institute of Mining and Technology

Workshops & Conferences

Level Design for Games

Quarter-long workshop at CGMA with Emilia Schatz and Max Pears
Explore theory of games, shape composition, architecture, and psychology

Applying The Image of the City to Digital Urban Spaces

Urban History Association Conference
How do architecture spatial techniques apply to shared virtual spaces?

The Visual Lineage of Elven Architecture

ARCC + EAAE Conference
From where does the collective image of elven architecture derive?

Software & Skills

Unreal Engine

Unity + Probuilder

Jira/TestRail

Adobe Suite

Twine

Critical Thinking

Communication

Design Iteration

Research & Analysis