

TRAVIS McLAIN

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SKILLS

Engines

- Unreal Engine 4/5
- Unity

Programming/Scripting

- C#
- UnrealScript

Additional Applications

- Maya
- Excel

INDUSTRY EXPERIENCE

Senior Systems Designer at 31st Union

Spring 2020 - Present

Unannounced Project

- Led team of designers and engineers to implement a novel game mode that leveraged our large world map.
- Collaborated with Creative Director and Design Leads to execute on high level goals for the game.

Lead Creature Designer at Probably Monsters

Spring 2018 - Spring 2020

Unannounced Project

- Designed and Prototyped a new AI system for crafting responsive Creatures and iterating quickly and efficiently.
- Collaborated with Engineering to integrate AI system with existing UE4 features.
- Drove cross-discipline brainstorming to define the goals and vision for our Creatures.
- Created a full Creature set to showcase the potential for the system and achieve the vision for what our Creatures could be.

Game Designer at Undead Labs

Winter 2017 - Spring 2018

State of Decay 2

- Collaborated with the design director to create the tutorial map and mission.
- Scripted encounter logic, map loot table, and cinematic sequences.
- Created mission arcs to introduce the player to the open world and factions.

Level Designer (Contract) at Microsoft Studios

Spring 2016 - Winter 2017

Scalebound

- Helped define appropriate encounter size and density for open world fights.
- Designed and prototyped an encounter tool to reduce initial setup and iteration time.
- Collaborated with engineers to improve AI behavior of enemies and player's dragon.

Game Designer at Industrial Toys

Spring 2012 - Summer 2015

Midnight Star

- Created and balanced weapons, enemy types, and enemy behaviors.
- Conceptualized encounters, generated geometry, and created in-game cinematics.
- Implemented enemy logic within the level through Kismet (visual scripting.)

EDUCATION

University of Southern California

August 2009 - May 2013

Bachelor of Arts in Interactive Entertainment

3.733 Major GPA