

# wade-hahn chan

Level Designer & Scriptor · US & Canadian Citizen  
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## GAME DESIGN EXPERIENCE

### ***The Elder Scrolls Online, Content Designer, Zenimax Online Studios*** COCKEYSVILLE, MARYLAND : APRIL 2012 – PRESENT

- Content Designer for Massively Multiplayer Online Game (MMOG) set in the Elder Scrolls fantasy world (to be released April 2014 on Windows PC, Mac OS X, Playstation 4, and Xbox One)
- Created and scripted dynamic boss encounters, player-usable assets and abilities
- Scripted cinematic scenes, wrote and edited dialogue
- Worked closely with level designers, programmers, artists and writers

### ***Star Wars: The Old Republic, World Builder, BioWare Austin*** AUSTIN, TEXAS : JANUARY 2011 – JANUARY 2012

- World Designer/Scripter for MMOG set in the Star Wars Universe (released December 2011 on Windows PC)
- Handled content across four of the eighteen hub planets—Hoth, Nar Shaddaa, Tython and an upcoming expansion planet—for all eight player classes
- Designed, scripted and implemented class-specific quests, world story arcs, character conversations and group content
- Identified and fixed bugs, reworked existing work to conform to changes in design and standards

### ***Team Projects, The Guildhall at Southern Methodist University*** DALLAS, TEXAS

- **CAPTAIN BLOOD AND THE BLACK WITCH, LEVEL DESIGNER/SYSTEMS DESIGNER (August 2010 – December 2010):**
  - Balanced and helped design dynamic in-game economic system that responds to player interaction
  - Designed and scripted randomized, arena-style combat maps to provide players with a variety of gameplay possibilities during turn-based, ship-to-ship combat
- **SWORD OF BABYLON, LEVEL DESIGNER/CINEMATICS DESIGNER (March 2010 – May 2010):**
  - Created all in-game cinematics that communicate changes to the story, gameplay and environment
  - Worked with programmers, designers and artists to craft a single-player, third-person melee combat game
- **THE CARRIER, LEAD DESIGNER/LEVEL DESIGNER (October 2010 – December 2010):**
  - Led project to create a 2-Dimensional side-scrolling platform game
  - Maintained overall creative and technical vision of the game by authoring documentation
  - Coordinated art, level design and programming through SCRUM management

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## SKILLS

- **SCRIPTING:** Code-based Scripting (TESScript, UnrealScript, Lua, C#), Entity-based scripting (HeroEngine, Unreal Kismet, Source Engine)
- **DESIGN:** BSP/Terrain construction, cinematic design (Unreal Matinee), texturing, lighting, AI pathing, level streaming, entity placement, static mesh placement, systems design
- **MANAGEMENT:** Level Design Documents, Game Design Documents, Asset Databases, SCRUM

## **wade-hahn chan**

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## **ADDITIONAL WORK EXPERIENCE**

### ***Associate Editor, Meniscus Magazine***

**NEW YORK CITY, NEW YORK : 1994 – PRESENT**

- Wrote reviews and produced videos of New York Fashion Week, Tribeca Film Festival, Slamdance Film Festival and SXSW Interactive festival
- Recruited and managed staff; responsible for editing and publishing editorial content

### ***Reporter, Federal Computer Week***

**FALLS CHURCH, VIRGINIA : JUNE 2006 – JULY 2008**

- Wrote feature-length articles spanning a diverse array of topics including serious games, accessibility technology, the 2010 Census and electronic passports
- Interviewed Congressional staff and top-ranked US Government officials

### ***Writer, Anime Insider***

**NEW YORK CITY, NEW YORK : JUNE 2005 – FEBRUARY 2006**

- Wrote news articles about television, film, DVD releases and Asian music
- Writer of “Last Man Standing” fiction column

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## **EDUCATION**

### ***The Guildhall at Southern Methodist University***

**PLANO, TEXAS : 2009 – 2010**

- Certificate in Interactive Technology in Digital Game Development, Level Design specialization
- Learned and created content in multiple engines, including the Garden of Eden Creation Kit (Fallout 3), Unreal Tournament 3 and Torque X

### ***George Mason University, Office of Continuing Professional Education***

**FAIRFAX, VIRGINIA : 2008**

- Coursework in Project Management Certificate Program (Essentials of Project Management, and Managing and Leading Teams)

### ***University of Maryland, College Park***

**COLLEGE PARK, MARYLAND : 1997 – 2002**

- Bachelors of Arts, English Literature. Two years of computer science coursework

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## **ACHIEVEMENTS**

- Participated in 2012 Global Game Jam and was level designer on a full-length platformer, Corpse Play
- Top 10 and finalist in “Most Original Use of Theme” category at the 6th Annual 72 Hour Film Shootout. Screenwriter and supporting actor for short film, “Time After Time,” which premiered at the Asian American International Film Festival in New York City
- Self-published comic “Bulletproof Glass” exhibited at Baltimore Museum of Art (Baltimore, MD)
- Cover design for Meniscus issue No. 7 displayed at the New Museum of Contemporary Art (New York City, New York)