

Cayle George

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Professional Experience:

- **2006 to Present: Senior Game Designer at Monolith Productions.**

Developing the games Condemned 2: Bloodshot and F.E.A.R. 2 Project Origin for the Xbox360, PS3 and PC.
Leading the design of unique modes, environments and gameplay for multiplayer game components.
Designing the Miniature Replica Soldier and Armored Front downloadable multiplayer content for F.E.A.R. 2.
Creating immersive art and systems design within multiplayer.

- **2007 to 2009: Co-Founder and Director of Design at SteamPunk Studios.**

Managing a team of 16 developers at the launch of a new studio.
Developing and original IP for the Xbox360 and PS3 platforms.
Designing an all ages franchise in a lavish story and character driven universe.

- **2005 to 2006: Level Designer at Raven Software.**

Developing the PC and Xbox360 game Wolfenstein.
Concept, design, scripting and development of environments within the Wolfenstein universe.
Creating unique streaming missions and feature rich game play.

- **2003 to 2005: Level Designer at 2015 Inc.**

Developing the PC and Xbox game Men of Valor Vietnam.
Layout, design and creation of detail rich jungle and urban environments.
Scripting immersive action, cinematics and game play for single player and Co-op.
Creating original content for unannounced titles and prototypes.

Level Design Skill Set:

- Extensive knowledge of Doom 3 Radiant, UnrealEd, Hammer, LithTech and Unigine level editors.
- Knowledgeable in complex object based and text based scripting.
- Solid texture creation skills including complex shader design.
- Professional experience in both PC and Console platforms including Xbox 360 and PS3.
- Experienced in Singleplayer, Multiplayer and Co-op design.
- Environment and detail modeling with Maya and 3D Studio Max.
- Solid foundation in 3D design.

Published Titles:

- **F.E.A.R. 2 Project Origin**

Developed by Monolith Productions.
February 2009 - Xbox 360, PS3 and PC
-Action Horror first person shooter.
-Single player, Multiplayer.

- **Condemned 2: Bloodshot**

Developed by Monolith Productions.
March 2008 - Xbox 360 and PS3
-Action Horror first person melee.
-Single player, Multiplayer.

Published Titles Continued:

- *Men of Valor*

Developed by 2015 inc.

October 2004 - PC and Xbox

-Cinematic historical first person shooter.

-Single player, Multiplayer and Co-op gameplay.

Education:

Bachelor of Science, University of Oregon.

Major: Journalism - Electronic Media and Video Production.

Minor: Mathematics.

Portfolio:

<http://www.caylegeorge.com/>

References are available upon request.