

# DANIEL GRAFSTROM

405 E Olive St, APT 205  
Seattle, WA 98122  
(206) 351-6109  
dgrafstrom@gmail.com

## OBJECTIVE

- Senior level designer (or equivalent) position on a team of talented & motivated employees who share a common goal of creating fun, original, and captivating content for tomorrow's action games.

## SOFTWARE EXPERIENCE

- LithTech, UnrealED, Valve Hammer Editor, 3D Studio Max, Adobe Photoshop, Perforce, Jira.

## SKILLS

- Shipped titles on Xbox 360, Playstation 3, PC, Xbox, Playstation 2.
- Able to ramp up on new tools and processes quickly.
- Identifying and prioritizing tasks, working with other departments to meet deadlines.
- Using available tools to survey & manage performance and memory per platform.

## DESIGN EXPERIENCE

### Monolith Productions (2007-Present)

#### Senior Level Designer

- Used lead & strike team direction, design documents, reference photographs, usability feedback to design missions. Blocked out layouts, implemented gameplay, Ai infrastructure and combat setups, managed performance and memory.
- Played an integral role in the creation and maintenance of the F.E.A.R. 2 single-player demo.
- Observed numerous usability sessions and made design adjustments accordingly.
- As a member of the team, shipped the following titles;
  - F.E.A.R. 2: Reborn (2009) (DLC) (Xbox 360, PS3, PC)
  - F.E.A.R. 2: Project Origin (2009) (Xbox 360, PS3, PC)

### Gearbox Software (2004-2007)

#### Level Designer

- Created single-player and multi-player missions for BiA: Road to Hill 30 and BiA: Earned in Blood, as well as the opening cinematic for the E3 2006 presentation of BiA: Hell's Highway.
- Served as lead designer on a two-hour documentary which aired on the History Channel using in-game content from BiA: Road to Hill 30, and BiA: Earned in Blood.
- Followed design documents, historical intelligence, area photos, and many other forms of R&D.
- Blocked out missions based off reference and propagated them with art assets. Implemented gameplay objects, Ai infrastructure and scripted combat scenarios with UnrealScript.
- As a member of the team, shipped the following titles;
  - Brothers in Arms: The Untold Story of the 502 (2006) (DVD) (Documentary)
  - Brothers in Arms: Earned in Blood (2005) (Xbox, PS2, PC)
  - Brothers in Arms: Road to Hill 30 (2005) (Xbox, PS2, PC)

## EDUCATION

### Green River Community College – Auburn, WA (2003-2004)

- Attended general courses for three quarters with cumulative GPA of 3.8.

*\* References available upon request.*