

# TOBY MCCALL

5721 Henry Cook Blvd #3344  
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## LEVEL DESIGN | SCRIPTING

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### PORTFOLIO

[tobymccall.com](http://tobymccall.com)

### BLOG

[pauseponderplay.com](http://pauseponderplay.com)

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## SKILLS

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- **Editors & Engines** – Unreal Technology 3 (Unreal Tournament 3, Gears of War), Unreal Development Kit (UDK), Radiant (Fallout3), Hammer (Half-Life 2), Unity
  - **Scripting/Programming** – C#, Fallout3 Script, Lua, Unreal Kismet
  - **Art Asset Creation** – 3D Studio Max, Adobe Photoshop
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## DESIGN SPECIALTIES

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- Environment and World Building
  - BSP Creation and Editing
  - Modular Level Construction/Detailing
  - Atmospheric Lighting & Sound
  - Gameplay and Environmental Scripting
  - Modeling and Unwrapping Assets
  - Level and Gameplay Flow Planning
  - Design Documentation
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## INDIVIDUAL GAME PROJECTS

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### ARBUDA NARAKA | UNREAL TOURNAMENT 3 | LEVEL DESIGNER | SCRIPTER | MAY 2010

- Designed a game space, then reused that space showing effects of environment and time
- Modified Unreal Tournament 3 to create custom UI and navigation puzzle gameplay
- Developed and updated design documents to solidify gameplay, theme, scripting events
- Conducted game play testing and documentation of player actions, experiences and feedback

### CRATE FACTORY | HALF-LIFE 2 | LEVEL DESIGNER | SCRIPTER | DECEMBER 2009

- Developed and updated design documents to solidify gameplay, theme, scripting events
- Designed unique, environment, lighting and scripted gameplay
- Conducted game play testing and documentation of player actions, experiences and feedback

### TALLAHASSEE FAIR | GEARS OF WAR | LEVEL DESIGNER | SCRIPTER | OCTOBER 2009

- Designed unique gameplay scripting events and matinee sequences
- Designed custom 3D assets for in game use
- Developed and updated design documents to solidify gameplay, theme, scripting events
- Conducted game play testing and documentation of player actions, experiences and feedback

### THE BRADBURY HOTEL | FALLOUT 3 | LEVEL DESIGNER | SCRIPTER | MAY 2009

- Designed a unique, themed environment and structures
  - Designed custom gameplay scripting events and quest scripting
  - Developed and updated design documents outlining quest structure, gameplay and scripted events
  - Conducted game play testing and documentation of player actions, experiences and feedback
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## TEAM GAME PROJECTS

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### MAGLEV | UNREAL DEVELOPMENT KIT | LEVEL DESIGNER | SCRIPTER | MAY 2010

- Designed lighting and static mesh placement for all levels
- Developed custom game play scripting
- Conducted game play testing
- Participated in daily SCRUM and task management

**STARSHADE VALLEY | UNREAL TOURNAMENT 3 | ASSOCIATE PRODUCER | LEVEL DESIGNER | SCRIPTER | OCTOBER 2009**

- Designed custom game play scripting
- Developed and maintained game design documents
- Lead and Participated in daily SCRUM and task management

**BATHYSCAPHE | ASSOCIATE PRODUCER | LEVEL DESIGNER | SCRIPTER | MAY 2009**

- Developed and maintained game design documents
- Directed SCRUM meetings, maintained project schedule using MS Project
- Recorded and integrated custom voice tracks and sound effects
- Conducted game play testing and documentation of player actions, experiences and feedback

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**PROFESSIONAL EXPERIENCE**

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**TECHNICAL WRITER (CONTRACT) | SEPTEMBER 2008 TO DECEMBER 2008**

- Created marketing releases for state-wide insurance products
- Created intranet web site for three sections within the marketing department
- Conducted Microsoft Office application training
- Documented process and procedure for intranet site maintenance

**WEB MANAGER | JUNE 2004 TO JULY 2006**

- Managed all software installations, configuration changes, directory structures, and troubleshooting for over 60 separate web sites on 9 Windows 2000 Servers running IIS5. Servers
- Developed and maintained web standards for department web site
- Managed web site authors throughout department

**COORDINATOR OF COMPUTER APPLICATIONS | JANUARY 2004 TO JUNE 2004**

- Windows 2000 Server setup and configuration
- Software installation
- End-user support

**INFORMATION TECHNOLOGY CONSULTANT/PRESIDENT | MARCH 2002 TO JANUARY 2003**

- Designed and maintained small to medium size networks
- IT consultation on information solutions and policy enforcement
- Maintained company budgets and filings
- Client support and instruction on software and hardware

**MICROSOFT CERTIFIED TRAINER | MARCH 2000 TO DECEMBER 2005**

- Created and maintained multiple Windows 2000/2003 Active Directory domains
- Configured and maintained DNS, DHCP and WINS, RRAS, RADIUS, and IIS 5 servers
- Highly skilled in all aspects of Windows 2000/2003 networking and data security strategies
- Directed technical training in Microsoft Official Curriculum
- Developed lesson plans and labs Instructor for Microsoft Office 2000 and 97 products

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**EDUCATION**

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Certificate in Digital Game Development, Specialization in Level Design, May 2010  
The Guildhall at SMU                      Plano, Texas, USA

Master of Arts Rhetoric and Composition, June 2008  
Florida State University                      Tallahassee, Florida, USA

Bachelor of Arts English Literature | Creative Writing, June 1997  
Florida State University                      Tallahassee, Florida, USA

Microsoft Certified Systems Administrator in Windows 2003 (MCSA), Windows 2000 (MCSE), NT 4.0 (MCSE), Microsoft Certified Trainer (MCT), A+ Certified