

ROBERT LAYTON

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OBJECTIVE

To design and develop high quality game experiences while refining my skill set.

EXPERIENCE

Peanut Gallery

Co-Founder, Design

Los Angeles, CA

June 2009 - Present

- Co-founded Peanut Gallery with fellow graduates from the Interactive Media Division at the University of Southern California
- Coordinated further development of co-founder's former thesis project, Minor Battle as well as current projects
- Development on upcoming unreleased project, with work in design, visual assets through Photoshop, programming in AS3 in Flash environment

Konami

Designer

El Segundo, CA

May 2008 – Oct. 2008

- Designed user interfaces and meta-game mechanics for games on the Facebook platform and Konami Play, an online games portal
- Developed user interfaces using Photoshop
- Delivered concept designs for potential future downloadable projects for Nintendo Wii

Institute for Creative Technology (ICT)

Lead Designer

Marina del Rey, CA

May 2007 – Sept. 2007

- Contract Lead design on UrbanSIM, a project for military training
- Created and updated design to reflect needs of client
- Coordinated demo of game project with lead programmer, and presented scenario to military officials

Electronic Arts

Designer

Redwood Shores, CA

May 2005 – August 2005

- Learned and used Renderware middleware environment
- Design for open world segments via spawn-point and object placement including enemies, pedestrians, vehicles, and destructible objects
- Development of a scripted tool for developers to check status on asset development

EDUCATION

University of Southern California (USC)

Graduate Studies

2006-2009

Undergraduate Studies

2002-2006

Graduate

- MFA in Interactive Media from the USC School of Cinematic Arts
- Served as student assistant in undergraduate game design courses
- Delivered presentations deconstructing various games for industry personnel

Undergraduate

- BS in Business from USC Marshall School of Business
- Emphasis on marketing, brand management and business administration

PROFICIENCIES

Programming Languages and Environments

C++, C#, ActionScript 3 (AS3), Javascript, Torque2D, Adobe Flash, Irrlicht, XML, Unity3D, HTML 4, CSS

Content Generation and Management

Autodesk Maya, Adobe Photoshop, Adobe Premiere, Microsoft Office

References provided upon request