

Justin Pappas

Level Designer

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~ www.justinGpappas.com ~

Objective:

To create mind blowing, industry changing levels.

Education:

- Master of Arts in Interactive Design and Game Development – March 2007
Savannah College of Art and Design, Savannah, GA
- Bachelor of Fine Arts in Performing Arts – June 2003
Savannah College of Art and Design, Savannah, Ga.

Work Experience:

- Level Designer , **Irrational Games**, "**Bioshock: Infinite**" 5/09 - 4/11
- Game Analyst , **Hasbro** -Various titles- 12/08 - 5/09
- QA Tester, **Turbine**, "Lord of The Rings Online : Shadows of Angmar"
"Lord of the Rings Online: Mines of Moria" 11/07 – 12/08
- QA Tester, **Harmonix** music systems, "**Rock Band**" 8/07 – 11/07
- QA Tester, Irrational games.(2K Boston) "**BioShock**" 6/07 – 8/07

Software Skills:

Strong in Unreal UDN (esp. **Kismet**, Matinee),
Photoshop, 3ds MAX , Premiere, Excel, Fogbugz, Dreamweaver.

Press:

- GameSpy: <http://pc.gamespy.com/pc/unreal-tournament-2007/898371p1.html>
- PCGames magazine, (Germany) http://www.pcgames.de/aid,656189/Mod_des_Tages_Gepflegter_Grusel_mit_GFG2_fuer_Unreal_Tournament_3/Download-Misc/
- Modcast live interview on Moddb.com. Discussed my single player Mod, "GfG#2"
<http://www.moddb.com/groups/blog/downloads/modcast-live-episode-4>
(my segment begins at 58:20)

Hobbies:

Urban spelunking, Home brewing, Ape watching.