

# Randy O'Connor

www.randyo.net

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## Environment and Interaction Designer

"I seek to build engrossing environments  
with gripping gameplay."

## Education

### Northeastern University

Boston, MA, USA 2009

B.S. in Animation

Cumulative GPA: 3.8, Dean's List

### Skills

#### Proficient with

- Photoshop
- Maya
- Hammer (Half-Life 2 editor)
- Flash
- ActionScript 2.0
- Nuke, After Effects

#### Also experienced with

- Unity
- Cocos2D
- Mudbox
- 3d Studio Max

## Game Credits

- **Spider** - *Tiger Style Games*
- **Nanotowns** - *D.Chocolate*
- **Nanostars Castles** - *D.Chocolate*
- **Moki Combat** - *GAMBIT*
- **Rosemary** - *GAMBIT*
- **The Game Of Life Mobile** - *EA*
- **Geckoman** - *Metaversal Studios*
- **Zenix3d** - *GoSub*

## Activities & Interests

- TIGJam 2010
- Global Game Jam 2009
- GDC Volunteer 2009,10,11
- IGC East Volunteer 2009
- SIGGRAPH 2007 Volunteer
- WRBB radio DJ

Game/level design, music,  
writing, architecture,  
bicycling, bouldering

## Experience

### Tigerstyle Games

The Internet May 2009-Present

Artist and Level Designer

- Concepting, production art, and technical art on unannounced title
- Created game levels for Spider: The Secret of Bryce Manor
- Guided meta-game/UI art style

### Phoolish Games

San Jose, CA December 2009-Present

Co-founder, artist and designer

- Creator, artist, and designer on unannounced iPhone game

### Digital Chocolate

San Mateo, CA July 2009-June 2010

Contract 2d/3d artist

- Creating character and environmental art assets
- Contributing to UI-design for unannounced titles
- Constructed art pipeline for Nanotowns

### MIT GAMBIT Game Lab

Cambridge, MA January-May 2009

Contract 2d/3d artist

- Created game levels and pipeline for 3d jousting game
- Helped create style/UI-guide for adventure game

### Sonivox

Cambridge, MA November 2008-March 2009

Contract 2d artist

- Helped design a small tech-demo for the Android
- Created all art assets, from concept to completion
- Designed UI and hand animated in-game art

### Floodgate Entertainment

Waltham, MA January 2008-August 2008

Contract 2d/3d artist

### Metaversal Studios

Boston, MA January 2006-June 2008

Game Designer/Programmer

### GoSub (Zenix 3d-Intel Game Demo Finalist)

Ashby, MA January 2006-June 2007

3d Modeler and Texturer, Promotional Artist

References available upon request