

Derek Board

Portland, Oregon

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Professional Summary

Versatile professional with extensive experience in technical artistry, level design, and customer-facing roles. Known for exceptional problem-solving skills, a collaborative mindset, and the ability to drive results under challenging conditions. Adept at optimizing workflows, managing teams, and delivering high-quality outcomes. Authorized to work in the U.S. for any employer.

Tech Field Based Experience:

Technical Artist/Level Designer

Alderon Games - 2023 - 2025

- Optimized game assets and profiles, ensuring performance consistency across platforms.
- Designed and developed visually compelling levels to enhance player experience.
- Conducted thorough testing and troubleshooting to improve game stability.

Lead Level Designer

GinMotions Studios - 2020 - Current

- Constructed levels from the ground up, focusing on player pathing, AI placement, and level streaming.
- Maintained high standards in visual appeal and performance.
- Collaborated with design teams to integrate audio and visual assets effectively.

Lead Level Designer

Ardaria - Remote - June 2020 - Feb 2021

- Directed the design team in creating cohesive and engaging game levels.
- Planned and executed story scripting and event-driven gameplay elements.
- Managed level streaming and local world for an optimized for seamless player transition.

Lead Level Designer

Avengard - Remote - Dec 2022 - Dec 2023

- Coordinated with 3D modelers and concept artists to realize game visions.
- Conducted performance evaluations and optimized level functionality.
- Designed layouts with a focus on asset placement, gameplay balance, and visual storytelling.

Level Designer

DS Studios - Remote - 2019 - Current

- Independently developed levels and assets for various projects.
- Handled all aspects of game design, including scripting, mechanics, and visual polish.

QA Tester

GBTN - Remote- September 2016 to 2018

- Conducted stress tests and bug analyses for AAA titles such as Rainbow Six: Siege and Ghost Recon.
- Collaborated with development teams to ensure high-quality releases.

QA Tester

Art Institute of Pittsburgh Online Division - Pittsburgh, PA - September 2016 to September 2016

- Test and report any bugs with the websites supplied to the team.
- Keep clear/concise documentation, detailing any risk that needed adjustments.
- Communicate our findings in organized meetings.

Level Designer

Fiverr - 2021 - 2022

- Work with clients and reach projected deadlines.
- Construct levels that are game ready, that align with the ideals of the clients involved.

3-D Modeler

Shapeways - --- - March 2014 to 2023

- Creating 3-D Models for different clients, based on their needs.
- Rig, unwrap, texture and optimize edge-flow for meshes to ensure beautiful deformations.

General Application Experiences:

Assistant Manager

Planet Fitness - Portland, Oregon. July 2023 - Dec 2023

- Organized, cleaned and up-kept high quality standards for the guest.
- Helped organize the team, leading us to meeting our goals and deadlines.

Community Outreach Specialist

Rex's Foods - South Carolina 2020 - 2023

- Organized and executed community outreach and promotional events in local grocery stores.
- Cultivated relationships with community stakeholders to increase brand visibility and sales.

Delivery Driver/Installation Specialist

Lowes Home Improvement - Summerville, SC - May 2017 - August 2018

- Delivered and installed appliances with a focus on customer satisfaction.
- Provided troubleshooting support for installation issues, maintaining high service standards.

Meat Cutter

Harris Teeter - Folly Beach, SC - May 2016 to May 2017

- Provided exceptional customer service while managing department inventory and sales.
- Trained new employees on safe and efficient meat preparation techniques.

Assistant Manager

Raising Canes - Summerville, SC - October 2015 to May 2016

- Supervised kitchen and front-line operations, ensuring optimal efficiency and quality.
- Coached team members to enhance customer experience and operational success.

Cashier/Stocker

Target - Dumfries, VA - September 2011 to April 2012

- Provided guest with a welcoming experience and memorable shopping.
- Organized and stocked the store to be appealing.
- Maintained cleanliness to improve the shopping experience.

Notable Projects

Rainbow Six: Siege (QA Tester): Identified and resolved critical gameplay bugs.

Ghost Recon: Wildlands (QA Tester): Assisted in pre-release stress testing.

Path Of Titans (Level Designer/Technical Artist): Designed immersive open-world environments.

EDUCATION

Bachelors in Computer Science: Game Art and Design

Art Institute of Pittsburgh Online - Pittsburgh, PA
2012 to 2018

SKILLS

Photoshop (13 years), 3D Studio Max (8 years), Unity (2 years), Unreal Engine (8 year), blender (Less than 1 year), C++ (Less than 1 year), Mudbox (1 year), Maya (1 year), Illustrator (6 years), Audacity (6 years), Fruityloops (2 years), ZBrush (Less than 1 year), Action Script 3 (Less than 1 year).

AWARDS

Presidents List

Notables

- Adobe Photoshop: Advance abilities in this program, allowing me to deliver excellent textures and concept art. Game Related Software: 3DS max, Mudbox, Maya, Unity Game Engine and UDK (UE4, UE5 plus Blueprint experienced)
- Audio softwares: Camstasia, Audacity, Fruityloops.
- Leading Experience: Manager experience.
- Game QA Testing: Rainbow Six: Siege, For Honor, Tom Clancy Ghost Recon Wildlands.
- Software QA Testing: Art Institute of Pittsburgh campus common. App/websites.
- Procedural Level Design
- Performance Optimization
- Performance Optimization
- Collaborative Development
- QA Testing & Troubleshooting

Workplace Highlights

- Respected team player with experience in fast-paced environments.
- Willing to adapt and learn new tools to meet organizational goals.
- Demonstrates patience, flexibility, and a commitment to excellence.