

Contact Information

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Proficiencies

Primary Skill: Level Designer **Secondary Skills:** Texture Artist, 3d Environmental Artist
Specialization:

- Conceptualizing and finalizing environments
- Layout and game flow planning
- Geometry creation
- Lighting
- Optimization
- Texture Art

Software Knowledge:

- Quake4Ed and Radiant
- Strong knowledge of Photoshop.
- Intermediate experience with Lightwave 3d 9.0
- Experience with various commercial printing software packages, including QuarkXPress, Adobe Pagemaker, and Acrobat Distiller.
- Some working experience with Adobe Illustrator and Indesign, and Microsoft Excel.
- Practical experience using Microsoft PowerPoint, Microsoft Word, Open Office, Outlook Express and other email programs, various web browsers and ftp programs.

Experience (non commercial)

Angry Porcupine Development Team June 2006 - Present

Unannounced Upcoming Project -- March 2007 - Present -- Lead Level Designer

I am currently involved in pre-production work for our next project.

Delta 2.0 -- November 2006 - Present -- Lead Level Designer

In my capacity as lead level designer, I worked closely with the project lead to determine the direction and look of the maps in this multiplayer competition mod for Quake 4. I created four new levels for this modification: Infernal Combustion (a remake/revision of the Quake 3 map, Heat), Monolithic, Flux, and The Chill Runs Deep. In addition, I also contributed updated versions of my maps Systematic Lockdown, Ghostport, Dark Ritual, Caustic Burn, and Competitive Instinct. In updating the look of the mod, I was asked to retextured/rebuild the Delta CTF maps Arachnophobia and Nostalgica. I created custom textures and models using Photoshop and Lightwave 3d.

Delta CTF -- June 2006 - November 2006 -- Level Designer

I created three levels for this Capture the Flag modification for Quake 4. I made the maps Equinox, Maximum Lockdown (a CTF conversion of my smaller map, Systematic Lockdown), and The Citadel (a remake/revision of the Quake 3 map, The Stronghold). I also created some of the custom textures for the mod using Blender 3d and Photoshop.

Contests

June 2007: My maps Systematic Lockdown and Caustic Burn were chosen for the id Software Community Map Pack (CMP) contest, and were included in the Quake 4, 1.4 Point Release.

May 2006: My map Equinox placed third in the qubism.com CTF level design contest.

January 2006: My map Systematic Lockdown was included in the Via/Doom3world.org top 12 map pack.