

## 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.
- Experience with Lightwave 3d 9.3
- Experience with various commercial printing software packages, including QuarkXPress, Adobe Pagemaker and Indesign, and Acrobat Distiller.
- Experience with Adobe Illustrator.
- Practical experience using Microsoft PowerPoint, Microsoft Excel, Microsoft Word, Open Office, Outlook Express and other email programs, various web browsers and ftp programs.

## Experience (Commercial)

**id Software**  
**May 2010 - September 2010**

**Quake Live -- -- Freelance Level Designer**

I was contracted to create the map Black Cathedral for the free-to-play, arena game Quake Live, following established game-type design structures and principals. I was also asked to retexture two pre-existing maps owned by the company to bring a fresh and exciting new look to them before they were released to the public. Battleforged, a map created by me previously using the same technology, was licensed for use in the game.

## Experience (non commercial)

**Angry Porcupine Development Team**  
**June 2006 - June 2008**

**Delta CTF -- November 2006 - June 2008 -- Level Designer**

In my capacity as level designer, I worked closely with the project lead to determine the direction and look of the maps in this multi-player competition mod for Quake 4. In this position I was able to develop my knowledge of key design elements including layout, item placement, aesthetics, and lighting. I strive to develop maps that meet specific design requirements, have a substantial amount of visual interest, and are well balanced. In updating the look of the mod, I was also asked to retexture/rebuild the Delta CTF maps Arachnophobia and Nostalgica. I created custom textures and models using Photoshop and Lightwave 3d.

## Contests

**August 2010:** My map Corrosion won second place in the Summer 2010 Maverick Servers/NoGhost mapping competition sponsored by Autodesk, AMD, ATI, Sapphire Technology, Crucial Memory, and Planetside Software.

**December 2009:** My map Substation 11 won second place in the Maverick Servers/NoGhost mapping competition sponsored by AMD, ATI, and Sapphire.

**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, 1.4.2 Point Release.

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

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