GLENN STORM

SENIOR GAME DESIGNER

DETAILS

Studio City, CA

818-487-3876

GlennStormDesign@gmail.com

LINKS

Portfolio

Summary

LinkedIn

SKILLS

Game Design

Systems Design

Game Development

Game Programming

A.I. Design

Combat Design

Level Design & Layout

Gameplay Balance

Design Leadership

Design Documentation

User Experience

Experience Design

Cognitive Flexibility

Collaboration & Teamwork

Concept Development

Design Research

Character Design

Puzzle Design

Storytelling

Story Artist

Interactive Story

Lighting & Sound Design

Art Direction

Video Game Animation

Computer Animation

Visual Effects

Film & Entertainment Industry

Video Game Industry

Game Production

SUMMARY

Senior game designer with previous AAA studio xp, a focus on action gameplay technical systems, and adjacent skill flexibility.

EMPLOYMENT

Game Design Mentor at CG Spectrum, 2022 — Present

Mentored best practices in game design and developed curricula

Senior Game Designer at Hot Iron Productions, 2021 — Present

Finished 1 major project, Proof Theory, where I:

· Directed a 5-part story-based level layout and combat design

· Shaped 60+ minutes of first-person shooter gameplay

· Authored 4 unique enemy robot classes with character

· Implemented custom enemy AI for navigation, patrol and combat with 5+ behavior states and 4+ attack styles

· Crafted stealth melee combat as counterpoint to 2 gun modes

· Introduced original puzzle design, hacking with 1s and 0s

· Structured a 76-page game design document with clarity

Game Designer & Story Artist at Hot Iron Productions, 2009 — 2021

· Responsible for and led the development of 10+ projects, from concept through delivery, including game design and story

· Collaborated with 30+ clients, team members, and stakeholders to define and execute product goals within budget

· Authored game assets, level layouts, mechanics, systems, and features for 10+ games and interactive software

· Developed a rapid prototyping kit of 60+ tools to help designers build games in Unity engine, with 15+ 5-star ratings and 800+ favorites on the Unity Asset Store

· Delivered projects include: 5 puzzle level designs for Phantom Escape by Buttercup Game Labs, 60+ tools for The Adventure Toolkit, Medical Media Exchange, 4+ Make Play courses, Tide Pool's suite of 18 emotional development games

Game Design Instructor at New York Film Academy, 2015 — Present

· Trained with 50+ courses and designed curriculum in advanced game design, level design, game coding, and storyboarding

· Mentored 100+ game designers in best practices of game design, story art, development, programming in Unreal and Unity, 3D level design, lighting, sound design, and game themes

Game Designer at USC Institute for Creative Technologies, 2008 — 2013

· Designed 10+ projects from concept & content, communicating design values and principles, and cross team integration

· Led design of high-quality gameplay and 3D levels for 10+ teams by defining best practices, processes, standards, and conventions through ongoing research efforts (Unreal, Unity)

· Performed game design for training and education research on 8+ projects ($1M+ budgets): STRIVE, Bravemind (featured on CNN), ELECT BiLAT, Roundtable, SimCoach, INOTS / ELITE, ArmyFIT

Game Designer at Realtime Associates, Inc., 2007 — 2008

• Directed the progress, quality for 3D / 2D levels for 15+ commercial and non-commercial projects using methods such as usability testing & focus tests (Unreal Engine, proprietary)

• 5+ projects delivered: Soul Trapper: Ollie Ollie Oxen Free, Star Wars: The Clone Wars, Sonic the Hedgehog, ELECT BiLAT, and Ace's Adventure

Independent Animator for Disney & NBCUniversal, 2005 — 2006

• Animated 5 feature projects including Disney Princess: A Christmas of Enchantment and NBC's Passions storybook fairy tale episodes

Digital Effects Animator at Dreamworks Feature Animation, 2001 — 2004

• Developed visual effects and animated for 2 feature films (Sinbad & Spirit)

Digital Effects & CG Animator at Warner Brothers Feature Animation, 1995 — 2001

• Created character animation and digital effects for 3 feature animated films, and more, including The Iron Giant, Osmosis Jones, Marvin the Martian in the 3rd Dimension

RESEARCH

[Sentiology: The Study of Experience](#) | 2017 | Game Developer
Defining human experience for practical Game Design heuristics

EDUCATION

• Masters in Film, Experimental Animation, California Institute of the Arts

• Bachelors in Film, Experimental Animation, California Institute of the Arts

• Associates in Fine Art, Drawing & Painting, West Valley College

ADDITIONAL COURSES

• Character Design, The Animation Guild / AAI
• Storyboarding, The Animation Guild / AAI
• Design Research Methods, Yeh Studio

AWARDS

• Army Modeling and Simulation Award, Best Team Training: STRIVE

• Epic Games' Make Something Unreal, Best Game Mod 4th Place: Prometheus

• Children's Technology Review, Editor's Choice, Star Wars: The Clone Wars

• Army Modeling and Simulation Award, Best Training: Elect Bilat

• Academy Award Nominee, Best Animated Feature: Spirit, Stallion of the Cimarron

• Annie Award Nominee, Best Feature Film: Osmosis Jones

• Annie Award, Best Animated Feature: The Iron Giant

• LA Film Critics Award, Best Animated Feature: The Iron Giant