

ADAM BIDEAU

Level/Combat Designer

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SUMMARY

Experienced level/combat designer seeking a position that will continue to grow my skill set and advance my career. I am passionate about collaborating with a team to scaffold creative designs from the ground up using acquired knowledge and skillful digital architecture.

EXPERIENCE

Lead Combat Designer – Contract Position 04/2023 - 08/2023
Slipgate Ironworks Copenhagen, Denmark

Game Development Company

- Worked with a team of five developers to craft compelling enemy behaviors and structure combat scenarios within prototype levels.
- Worked with the AI team to perfect multiple character prototypes to refine movement, adjust functionality, and integrate within the established levels.

Level Designer 02/2016 - 01/2023
id Software Richardson, Texas

Game Development Company

- Contributed to the development and successful launch of a title that achieved over 3 million digital downloads worldwide.
- Designed and built game environments that prioritized readability and traversability; specifically developed automaps, enhancing user navigation while maintaining the traversal tool and encounter manager for Doom Eternal and Doom 2016.
- Collaborated with cross-functional teams, including design, art, programming, AI, and production departments to implement diverse puzzles and combat scenarios; directly enhancing gameplay quality through focused iterations of in progress levels.
- Championed start to finish level creation for multiple Doom titles, personally shaping combat scenarios and all gameplay features of multiple released levels.
- Crafted unique remastered combat encounters tailored for each of the 13 core game levels in Doom Eternal.
- Oversaw the adjustment of streaming volumes to make the games run at 60 fps.
- Mentored new hires during the onboarding process, aiding them on building their knowledge of advanced tools and how to implement them into their daily workflow.

Level Design Intern 06/2015 - 02/2016
id Software Richardson, Texas

Game Development Company

- Collaborated closely with mentor designers daily, enhancing both technical prowess and creative insight through hands-on learning experiences resulting in increased personal growth. This position helped me build a solid foundation in the game design industry.

EDUCATION

Master of Interactive Technology – Digital Game Development, Specialization in Level Design 08/2013 - 05/2015
Southern Methodist University, Guildhall Plano, Texas

- Worked as a Student Level Designer and created interactive designs titled *Folded* and *Reign of Blades*.

Certificate in Digital Game Development, Specialization in Level Design
Southern Methodist University, Guildhall

Bachelor of Integrated Studies 08/2009 - 05/2013
Washburn University Topeka, Kansas

- Worked as a Student Web Assistant and helped with site/data management and custom web design.
- Computer Science Club, Film Majors Club, Board Game Club.

PROJECTS

Credited Contributor

- *Quake 2 (2023)*
- *Doom Eternal - The Ancient Gods, Part 2 (2021)*
- *Doom Eternal - The Ancient Gods, Part 1 (2020)*
- *Doom Eternal (2020)*
- *Doom VFR (2017)*
- *Quake Champions (2017)*
- *Doom (2016)*

SKILLS

Editors

Creation Kit
Unreal Engine 5
Source SDK
CryEngine 3
Unity
Id Tech 6-7
Modo
TrenchBroom

Software

3DS Max
PhotoShop

Scripting Languages

Kismet
Unreal Script
Blueprint
Flowgraph
Lua
Logic Designer
C++