

Dashiel Nemeth

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Experience

Cloud Imperium Games • Austin, Texas

2014 – Present

Senior Systems Designer (*Star Citizen*, April 2014 – Present)

Senior economy designer on *Star Citizen*, responsible for core economy design and implementation, tools specifications, monetization design, and numerous related game systems.

- Designed and developed procedural systems for building a galaxy spanning game economy.
- Developed a monetization strategy designed to complement the unique needs of a crowd-funded project.
- Prototyped tools and data visualizations ahead of core tools development progress.

Kabam • Austin, Texas

2012 – 2013

Systems Designer (*Imperium: Galactic War*, May 2012 – November 2013)

Principal systems designer on *Imperium: Galactic War* for mobile and web, responsible for designing most game systems and in many cases contributing directly to their implementation on both client and server.

- Designed core mechanics, economies, and progressions which drove exceptional performance metrics.
- Created and executed technical feature designs in code and data with limited engineering support.
- Drove continuing development of the live product to measurably refine performance and expand content.

Vigil Games • Austin, Texas

2010 – 2012

Systems Designer (*Darksiders 2*, January 2012 – May 2012)

Provided supporting design on *Darksiders 2*, helping drive the game towards a high quality launch and meet production deadlines by implementing content and troubleshooting content issues.

- Implemented scripts and dialogs, and debugged issues throughout the game with minimal ramp up.
- Collaborated with project leadership to develop efficient, tools-at-hand solutions to last-minute problems.

Systems Designer (*Warhammer 40,000: Dark Millennium Online*, March 2010 – January 2012)

Worked with and headed cross-discipline teams to develop core systems and specific content from conceptual design through to final implementation, including classes, character progressions, content systems, and NPCs.

- Championed the development of improved tools and processes, proactively eliminating obstacles.
- Led a multidisciplinary team in the production of all enemy types ultimately developed for the product.

Raven Software • Middleton, Wisconsin

2008 – 2009

Game Designer (*Wolfenstein*, April 2008 – September 2009)

Led multiple simultaneous feature teams, providing organization and design direction to team members of all disciplines, while developing core game designs and features to improve efficiency, quality, and game play.

- Successfully led *Wolfenstein's* weapons team in the development of a critically praised weapons lineup.
- Designed *Wolfenstein's* economy and upgrades, greatly improving replay value and player investment.

EA Mythic • Fairfax, Virginia

2004 – 2007

Systems Designer (*Warhammer Online*, May 2005 – November 2007)

Produced and documented core game mechanics and systems, emphasizing character-building and advancement, large and small scale player-versus-player, combat pacing and balance, and monsters.

- Developed *Warhammer's* combat mechanics, creating an expandable, flexible, easy-to-balance system.
- Initiated and carried out the creation of an NPC creation tool which saved countless developer hours.

Environment Artist (*Imperator*, May 2004 – May 2005)

Modeled and textured environment art assets, built game areas according to game play needs, and implemented art workflow improvements driving process and efficiency.

- Developed a new light map creation workflow that reduced time spent on this process by 80 percent.
- Initiated and carried out the setup of a render farm, eliminating downtime and reducing render times by half.

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Other Projects

Detailed Terrain (2008)

Created the Detailed Terrain modification for Bethesda's *The Elder Scrolls IV: Oblivion* in cooperation with a volunteer programmer. Detailed Terrain implements an improved terrain shader of my own design, along with enhanced assets, to produce composited terrain textures with visual quality superior to most current production titles at minimal performance cost. It has been downloaded more than 55,000 times, and has received an average user rating of 9.90 based on more than 180 reviews across the Web.

The Complete Craftsman (2006 – 2007)

Designed and created The Complete Craftsman, a scripting modification for Obsidian Entertainment's *Neverwinter Nights 2*. The Complete Craftsman expands the game's crafting system to include more than 400 new recipes, as well as new customization features, scriptless item set creation, a salvaging system, and extensive support for content creators. It has been downloaded more than 30,000 times, is listed as a Hall of Fame mod at IGN's *Neverwinter Nights Vault*, and has an average rating of 9.68, based on 91 user reviews.

Operation Anubis (2003)

Served as the overall project leader for the Operation Anubis modification project for DICE's *Battlefield 1942*, a two-term student project at the University of Advancing Technology. Operation Anubis' team of 18 computer science, art, and design students designed and implemented more than 40 new vehicles based on historical prototypes in development at the end of World War II, and several new maps based on late World War II history. A beta version was released after the second quarter of development.

Technical Skills

Core Design Expertise

- Core loops, economies, and mechanics
- Experiential game play and features
- Monetization and performance design

Engineering Familiarity

- Working proficiency in C++
- Working proficiency in JavaScript
- Numerous scripting languages

Art Background

- Low poly modeling and textures
- Graphic design and visual craft
- Basic interface and UX design

Web Development

- Working knowledge of PHP
- Working knowledge of Flash
- Well versed in CSS and layout

Education

Bachelor of Arts in Multi Media, Specialized in Game Design
University of Advancing Technology • Tempe, Arizona

Graphic Design Studies
CalPoly Pomona • Pomona, California