

## PAUL GUNN

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(925) 785-9954

I am always working on several game projects and inspiring others to greater heights.

### SKILLS

Game design and prototyping, brainstorming, documentation, tool design, drawing, scripting, gameplay balancing, data analysis, spreadsheets, storytelling, modeling, layout for print, rigging for animation, video editing, teaching

### TOOLS

*Expert with:* Photoshop, Openoffice Writer/Calc, MS Word, MS Excel, Unreal Editor (2004), Vegas Video  
*Proficient with:* Python, pygame, UnrealScript, Jira, DevTrack, Test Track Pro, Flash/Director MX, ActionScript, Maya, MELscript, 3ds Max, VikkiScript, Perforce, FileMaker Pro, Visual Sourcesafe, HTML, Wiki Script, Scrum

### EXPERIENCE

*Paragon Studios* – Mountain View, CA – **Designer**, 2008-2010

- Worked on issues 13-20, including two boxed versions of *City of Heroes: Architect Edition* and *Going Rogue*
- Created and placed world spawns, built mission maps, designed new zones, wrote AI behaviors
- Built the new Praetorian Zone Events, scaling multistage events with meaningful player choices
- Designed and implemented the new Praetorian tutorial, the new standard tutorial for *City of Heroes*
- Trained new designers on the tools: world editor, spawn creation, mission maps, zone event scripting

*Stone Tablet Games* – San Jose, CA – **Lead Designer/Founder**, 2005-Present

- Designed the 256-page tabletop roleplaying game *Aspect* (an epic classless fantasy RPG), now in open beta
- Wrote *The Derriston Fire* starter adventure for *Aspect*, containing quick-start rules for new players
- Published and sold out of the board game *Dungeon Escape!* at the first convention we took it to
- Directed and designed the tabletop games *Dungeon Escape!*, *The 10 Condiments*, and *Acceptable Losses*
- Coordinated the printing of cards, testing, box design, and other production details of games

*Santa Cruz Games* – Santa Cruz, CA – **Lead Designer**, 2008

- Wrote the game design document for *Igor: The Game* for the Wii/PC based on the animated movie
- Led a small design team and worked with other disciplines to ship on a tight schedule (5 months) using Scrum
- Designed and implemented level designs, character combat, player controls, pickups, and boss encounters
- Prototyped new game ideas and wrote design documents for other titles to pitch to publishers

*Secret Level* – San Francisco, CA – **Design Specialist for Tech Art**, 2007

- Specified and designed GLEE, the in-Maya scripting language used on *Golden Axe* and *Iron Man*
- Updated design wiki documentation and held regular training sessions on new designer tool features
- Defined and developed the role of this newly created position with the Director of Tech Art

*Secret Level* – San Francisco, CA – **Level Designer**, 2007

- Created level designs in Microsoft Word, on paper, and in Maya for *Golden Axe: Beast Rider*
- Drafted early design for player abilities, general game mechanics for beast combat, and the magic system
- Mentored and trained entry-level designers on the tool chain and game design fundamentals

*The 3DO Company* – Redwood City, CA – **Level Designer II**, 2000-2003

- Completed and released two games: *Portal Runner* (PS2) and *Sarge's War* (Gamecube)
- Brainstormed, conceptualized, and composed game design docs on *Four Horsemen of the Apocalypse*
- Designed game levels on paper, scripted, and created collision meshes in 3DS Max as proof of gameplay
- Supervised and trained three new level designers as they worked on levels that I designed

### EDUCATION

The Art Institute of California-San Francisco, CA (AiCASF) 2003-2006  
Bachelor of Science: Game Art and Design - 3.9 GPA

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### AWARDS / HONORS / SCHOLARSHIPS

President's list (4.0 average) three quarters in a row at AiCASF

Dean's list (3.7+ average) every quarter at AiCASF

Star Performer at 3DO for work on *Portal Runner*

### HOBBIES

- Guest Lecturer at the Art Institute of California - Sunnyvale campus, teaching game design, critiquing work, preparing students for real world game production with a focus on game design.
- Owns and actively plays hundreds of game titles on over 20 game consoles.
- Dungeon Master for *Dungeons and Dragons* using homebrewed worlds, classes and systems for 20+ years. Since 2008 we have switched over to *Aspect* completely for games that my friends and I run.
- Making an automated character sheet for *Aspect* in OpenOffice Calc. It uses a large database (over 10,000 entries) of *Aspect* content to automatically parse and populate the sheet based on dropdown choices.
- Game design and programming in whatever tools and devices I can get my hands on - currently working on: *Elemental* (a falling sand platformer), *Acceptable Losses*, and a few other demos in Python.
- Runs live-action boffer combat games with emphasis on skill and teaching swordsmanship.
- Builds large-scale sculptures with Construx.

### WHAT PEOPLE HAVE SAID ABOUT ME ON LINKEDIN:

*"I have now had the pleasure of working with Paul at two different studios (Secret Level and Paragon Studios) and both experiences have been absolutely positive. His enthusiasm for the last game we worked on together, City of Heroes, and for games in general, is unmatched. He has always been devoted to making the user experience as fun as possible, even to the point of encouraging me and coworkers from other departments to share our thoughts on what could be improved upon in the game. He always took an active interest in my own projects at work and had valuable input readily available."*

*Paul lives and breathes game design even after hours, having created many card and board games on his own initiative. If Paul is awake, and breathing, he is 99% likely to be doing something game-related. As his coworker, I always found his consistent passion for design to be refreshing and infectious!"*

Keetsie Braz da Cunha, VFX Artist, Paragon Studios

*"Paul is a thorough, well rounded designer with a knack for systems and pure gameplay. When not working in video games, you can find him designing card and even board games. Additionally, his attention to detail helped many of our designers start off on the right foot with our rather complex tool set. I would gladly work with Paul again."*

Paul Forest, Art Technical Director, Secret Level, a SEGA studio

*"Paul really eats, sleeps and breathes game design, devoting some of his free time off the job (as a designer) to design board games, card games, role-playing games and more. It's no surprise, then, that Paul is excellent at what he does, combining talent, experience and effort to produce great work. One of Paul's most notable achievements at the Art Institute was taking over as lead designer mid-quarter, spearheading a completely new design after our original concept imploded and bringing us to a successful completion two quarters later. It was a pleasure working with him then, and it would be great to be on a team with him again in the future."*

Matt Perrett, Student, The Art Institute of California - San Francisco