

Daniel Brennan

<https://locustsoftware.com>
Baltimore County, Maryland

Designer/Scripter

dandaman@locustsoftware.com
203-313-7782

- Senior-level designer with 15+ years of experience across most areas of design, specializing in scripting and encounters
- Credited on 10+ products including *The Elder Scrolls Online*, *Star Wars: The Old Republic*, and *Shroud of the Avatar*
- Keen attention to detail and passion for creating unique content focused on supporting narrative and theme
- Seasoned ability to respectfully tread line between advocating for worthwhile ideas and deferring to leadership

Work Experience

Senior Encounter Designer / Encounter Designer

September 2018 – November 2026

ZeniMax Online Studios — *The Elder Scrolls Online*, Hunt Valley, MD

- Handled huge variety of tasks across 6 chapters, 4 DLCs, and several other releases; these included encounter staging, enemy faction composition, scripted/wave events, idle/combat brains, ability scripting, animation/VFX/VO timing, combat balance, NPC dialog, theaters, instance scripting, bug fixes, design/pitch documentation, and more
- Created encounters for 9 side quests, 5 solo dungeons, 2 public dungeons, and 2 wildernesses; and support for 2 cities
- Implemented ship battle, underwater encounters/bosses, and harpoon/bubble mechanics for High Seas of Tamriel event
- Constructed unique bosses with custom abilities and combat phases, such as Crowborne Horror and Lord Hollowjack
- Created interconnected dynamic encounters with branching dialog and variation based on players' previous actions
- Worked on companion response data, main quest tutorial updates, and Hero's Return combat tutorials and boss event
- Collaborated with content, editorial, animation, VFX, audio, QA, and other teams to bring creative visions to life
- Investigated/fixed hundreds of bugs in content created by others after Live Events team inherited bug backlog
- Responsible for training new encounter designer and interviewing numerous encounter design candidates

Level Designer

November 2015 – June 2018

Portalarium — *Shroud of the Avatar: Forsaken Virtues*, Austin, TX

- Worked on wide range of content in Unity including puzzle and trap scripting, interaction setup and animations, NPC and resource spawning, player-owned town customization, world building, navmesh maintenance, and much more
- Set up dynamic, patrolling, and wave-based mob encounters; schedules, behaviors, and animations for city dwellers
- Created Lost Vale's Grand Artificer encounter, in which players fight waves of mobs while keeping NPC from drowning
- Designed and constructed puzzle-driven Kiln Cistern dungeon, in which players manipulate water depth to advance
- Consistently participated in studio live streams, presenting latest work to player community
- Collaborated closely with world builders, artists, programmers, and customer service on regular basis
- Delivered work within tight monthly build cycle, each with content lockdown week devoted to bug fixes, for 30+ releases

Mission Scripter / Level Designer

June 2013 – August 2017

Mission One — *Robo Collection/Run for Money/Koropoyo Knight*, Tokyo, Japan (remote)

- Created content in Unity for several mobile games, including level layouts, missions, weapons/armor, and more
- Created assets/bundles in Unity and data in GameSparks for equipment, items, and stages for flick-based action game
- Scripted missions for 3D stealth-action game, with variable NPC dialog and multi-step mission objectives
- Handled navmesh generation and lighting for day/night level variants, and design/creation of one level for above game
- Constructed levels for 2D platformer, utilizing gameplay elements in unique ways within tight spatial constraints

World Designer / Live Designer

August 2011 – July 2012

BioWare — *Star Wars: The Old Republic: Rise of the Hutt Cartel*, Austin, TX

- Initially served on live team as designer, acting as liaison between customer service and world design
- Prescribed and authorized tailored solutions for design-related, tester-character blockers
- Tracked down root design issues and pushed fixes through for incremental patches on live environment
- Later transitioned to block-out/spawn team as world designer, resuming previous duties in addition to those below

Daniel Brennan

<https://locustsoftware.com>
Baltimore County, Maryland

Designer/Scripter

dandaman@locustsoftware.com
203-313-7782

- Responsible for gray-boxing several world hubs on multiple planets
- Constructed and iterated on blockout for multiple world hubs on two different planets

Level Scripter / Single Player Game Designer

February 2011 – June 2011

UTV Ignition Entertainment — Unannounced Shooter, Austin, TX

- Served as sole scripter on small team developing first person shooter using Unreal Engine
- Scripted natural-disaster events and single player missions utilizing Unreal Kismet
- Collaborated with programmers and artists to ensure desired functionality of required assets
- Designed/documented several iterations of single-player campaign including challenge, reward, and narrative structures
- Documented and critically assisted in design of player classes and abilities
- Made significant contributions to map, gameplay and narrative-related design meetings
- Wrote situational dialogue quips for 8 player-character personality types

World Designer

January 2010 – January 2011

BioWare — *Star Wars: The Old Republic*, Austin, TX

- Served on team handling mob creation/placement, idle animations, patrols, AI pathing, cover system, combat abilities, vendors, crafting stations, harvest nodes, player respawn system, bind point system, taxi networks, elevators, and more
- Personally responsible for spawning-related polish, updates and documentation for 3 planets
- Contributed to project's story-driven gameplay focus through thoughtful mob/NPC composition, arrangement and animations — as well as placement of support props and cover objects — designed to sell narrative of each given locale
- Worked closely with art, writing, and quest-design teams to ensure cohesion of implemented systems
- Developed with wide range of in-house tools and contributed to tool refinement via user-feedback
- Maintained standards for and trained team members on player respawn system
- Monitored performance dips resulting from added content and adjusted accordingly to maintain smooth framerates
- Assisted bug cleanup through spawning-related bug fixes and general playtesting/bug reporting

Education

Masters of Interactive Technology in Digital Game Development, Level Design

The Guildhall at Southern Methodist University, Plano, TX

Masters Thesis: "Manifestations of Conflict in Games: Stealth vs. Action"
Cumulative GPA: 3.7

Bachelors of Arts in English - Professional Writing, General Writing Option

Western Connecticut State University, Danbury, CT

Completed 26 credits in Computer Science & Math coursework
Senior Thesis: "Contrapasso," a novella
Cumulative GPA: 3.5; Merit Scholar; Dean's List in Spring 2003, Fall 2004, Fall 2005, Spring 2006

Skills

- **Editors:** Unity, UnrealEd 3, Hammer (*Half-Life 2*), Elder Scrolls Construction Set (*The Elder Scrolls IV: Oblivion*)
- **Design:** Code/visual scripting, encounters, events, bosses, enemy abilities/brains, puzzles, single/multiplayer level flow
- **Scripting:** C#, Lua, Kismet (UnrealEd 3), Hammer (*Half-Life 2*), TESScript (*The Elder Scrolls IV: Oblivion*)
- **Writing:** Technical and creative; design documents/pitches, NPC dialog, combat barks, short stories, novella
- **General:** Confluence, Jira, P4V, GameSparks, DoneDone, ExtraView, DevTrack, SourceTree, TortoiseSVN, TeamCity, Microsoft Office (Word, Excel, PowerPoint), Google Docs, Adobe Photoshop, Google SketchUp, Autodesk 3D Studio Max