Drew Busch

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Game Designer with experience in both level and systems design

EDUCATION

Georgia Institute of Technology   Aug 2019 - May 2023
- Bachelor of Science in Computational Media
- Threads in Games, Artificial Intelligence
- GPA: 3.77

WORK EXPERIENCE

Sledgehammer Games | Level Design Intern | COD: Vanguard   May 2021 - Aug 2021
- Extensive polishing of collision or "clip" within level
- Tweaked instances of systems such as objectives, death
hints, vehicle pathing, and vignette animations (GSC/Radiant)
- Optimized vignette system to perform better on PS4

DILAC | Game Designer/Programmer | DinoStore   Jun 2020 - May 2021
- Worked in team of 7 to develop a pandemic game to   Summer
spread awareness of COVID-19 spread prevention methods
- Led team of 3 in new direction of game, adding narrative   Fall
and emotional elements (dialogue, level sequencing)

RECENT PROJECTS

BeatDown | Multiplayer Rhythm Game   Jan 2021 - Apr 2021
- Led team of 11 students in design and development (Unity)
- Built comprehensive rhythm system for complex beats
- Programmed competitive and engaging AI
- Developed local multiplayer

Cataclysm | COD: Black Ops 3 Mod   Jan 2018 - Apr 2018
- Worked in a team to make a massive custom zombies map
- Scripted and helped design main quest to beat the map
- Scripted other features such as perks, powerups (GSC)

RESEARCH

The Future of Esports | GT Vertically Integrated Project   Aug 2020 - Now
- Worked with team of students to research ways to improve the
Esports industry, including companies, players, and consumers
- Conducted interviews with Atlanta Reign coach
- Analyzed comms data from Atlanta Reign players

ABILITIES

Languages C#, Python, Java, GSC

Tools Unity, Visual Studio, GIT, Perforce, Jira, Radiant (COD Level Editor), FL Studio

Skills Game Design, Level Design, AI, Music Composition,