

Work Experience

Lead Designer, Facebook

Horizon: Wing Strikers

November 2018 – Present

- Led the creation of a competitive and innovative multiplayer VR game on a 20-person team
- Developed and managed a game vision and created a production plan
- Created a gameplay approval system to maintain quick iteration speeds
- Created a user research process for games and used it to identify, drive and validate improvements
- Designed live update, matchmaking, spectating, weapon and ability systems
- Identified and resolved workflow issues with cross functional partners
- Help build and recruit for the Social VR design team

Lead Designer, Maxis (Electronic Arts)

Sims 4

December 2017 – November 2018

- Led a cross disciplinary team to create a new type of career on the Fame expansion pack
- Developed and managed the Tropical Living expansion pack gameplay vision on a 30-person team
- Reviewed, approved and guided gameplay through the Sims production pipeline
- Worked with the community manager and Sims influencers to identify live service opportunities
- Identified workflow issues and worked with production, art and programming to resolve them
- Helped rebuild the Maxis design team

Lead Gameplay Designer, Visceral Games (Electronic Arts)

Stars Wars Action Adventure Title – Canceled

June 2015 – November 2017

- Developed and managed a game mechanics vision on a 30-person team across two studios
- Worked with producers and game leadership to create a production plan
- Reviewed, approved and guided the following gameplay systems through production:
 - Enemy AI, companion AI, melee takedowns, general shooting, weapons, gadgets, player traversal, gameplay cameras and player cover
- Identified and resolved workflow issues with cross functional partners
- Presented gameplay updates to executives
- Participated in the hiring of the Visceral and Motive design teams

Senior Designer, Visceral Games (Electronic Arts)

Battlefield Hardline

March 2014 – May 2015

- Developed, managed and enforced a player choice driven gameplay philosophy for the campaign
- Worked with animation, programming and sound design to refine stealth gameplay and combat mechanics
- Created a combat scripting tool and an AI companion system with engineering, made 'what god looks like' examples, and communicated their uses to the design team
- Demo pilot for GamesCon

Senior Designer, Visceral Games (Electronic Arts)

Star Wars Open World Game – Canceled

July 2013 – March 2014

- Created city, landscape, spaceship, and outer space level layouts on a cross functional team
- Prototyped procedural content generation prototyping and combat scripting
- Identified and resolved workflow issues with cross functional partners

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Senior Game Designer, Crystal Dynamics

Rise of the Tomb Raider

January 2013 – July 2013

- Prototyped AI combat and stealth behaviors
- Prototyped companion behaviors

Level Designer, Crystal Dynamics

Tomb Raider

August 2010 – December 2012

- Worked in large level teams to quickly flush out level layouts, combat / gameplay scripting, streaming, collision and optimizations for seven shipped levels using the Crystal Engine
- Led cross disciplinary team to fix stealth mechanics and stealth levels for game wide consistency
- Led the creation of a Wolf AI character on cross disciplinary team
- Identified and resolved workflow issues with cross functional partners
- Participated in the hiring of the Crystal Dynamics design team

Game Designer, High Moon Studios

Transformers War for Cybertron

May 2008 – August 2010

- Design lead on two single player and two multiplayer levels
- Developed level plans, created level block outs and implemented combat / gameplay scripting
- Aerial Assault level named one of the top ten gaming moments of 2010
- Identified and resolved workflow issues with cross functional partners

Associate Game Designer, High Moon Studios

The Bourne Conspiracy

April 2007 – April 2008

- Implemented level layout creation, combat / gameplay scripting and optimizations for three levels
- Led cross disciplinary team to tune boss fights and fix hand-to-hand combat bugs
- Demoed and represented the game for press and Vivendi at marketing events

Game Design Intern, University of Texas Institute for Advanced Technology

Medic Training Game

July 2006 – January 2007

- Turned live Army training exercises into a 3D interactive learning environment
- Created four levels by scripting gameplay, creating graphical user interfaces and creating ten unique environment models in 3D Studio Max

Education

Master of Interactive Technology, Southern Methodist University
Level Design Specialization, 2005 – 2007

Bachelor of Science, Saint Louis University
Computer Science, 2000 – 2005

Skills

- System Design
- Level Design
- Unreal 2, 3, 4 Engines
- Unity Engine
- Crystal Engine
- Frostbite Engine
- Maxis Engine
- Perforce / GitHub
- 3ds Max
- Maya
- Photoshop