Steve Ladson

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CAREER SUMMARY

An enthusiastic, innovative, and diverse professional with a bachelor's degree in game design. Growing proficiency in Unreal and Unity game engine. Demonstrate increasing development ability in level design, world building, UI design, and both blueprint and C++ coding within Unreal Engine, and experience in project leadership and multimedia. Eager to apply my design skills and technical knowledge in a dynamic team to create innovative game experiences.

Education

- **Bachelor of Science in Game Design** Full Sail University, Winter Park, Florida
  Graduated: October 2021

- **Multimedia Graphic Design (25M)** Defense Information School, Ft Meade, Maryland
  Graduated: February 2005

- **Some College in Psychology (Forensic)** University of Maryland University College, Adelphi, MD,
  2015-2021

- **Engineering Physics** Morgan State University, Baltimore, MD,
  2007-2010

- **Computer IT Robotics HS Diploma** Mergenthaler Vo-Tech, Baltimore Maryland
  Graduated: June 2004

Skills

- Technical Skills:

  Game Development: Unreal Engine, Unity, Blender, Maya, Daz Studio
  Graphic Design: Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Substance Painter
  Programming: C++, C#, Python
  Version Control and Project Management: Perforce, GitHub, Jira, Trello
  Multimedia: Premiere, Dreamweaver, Character Creator, iClone

- Soft Skills:

  Leadership

  Communication

Teamwork

Problem-solving

Creativity

Adaptability

Time management

Critical thinking

Relevent Experience

- 203rd MI BN, US Military Ft Meade MD Dates: June 2003 – June 2016

Multimedia Illustrator, U.S. Army Oct 2004 – July 2008

Directed multimedia projects from concept through completion, combining various visual elements to create compelling presentations.
Led teams, fostering a collaborative environment, and enhancing project efficiency.

- Responsibilities:

  - Assist in operational management of Battalion's and Company's online website portal.

  - Digitalize and categorize company's documentation and policies onto online sites.

- Achievements:

  - Designed UI interface and layout of 203rd MI BN webpage.

  - Digital outline for B Co holiday pamphlets

Technical Professional Experience

Innovative Security Systems, Inc. - July 2022 - Present
Ackerman Security - September 2021 - July 2022
Vivint Smart Home - April 2018 - March 2021
TriWire Engineering Solutions, Inc. - June 2017 - April 2018
Vitel Communications, LLC - August 2013 - July 2017
Communications Unlimited, Inc. - March 2012 - October 2013
Comcast Cable - June 2006 - January 2008
U.S. Army - June 2003 - June 2016

Technical Professional Summary

With nearly two decades of experience in technical and security roles, I bring a deep-seated expertise in system installation, maintenance, and management across a variety of technologies, including CCTV,

alarm systems, and network infrastructure. My extensive background has equipped me with robust project management skills and technical acumen, preparing me for complex challenges in game design and development.

Key Qualifications:

- **System Design and Optimization**: Skilled in designing and refining technological systems, ensuring high performance and adaptability.

- **Project Leadership**: Proven track record of leading projects and teams, consistently achieving project goals while delivering high customer satisfaction.

- **Technical Problem-Solving**: Exceptional ability to diagnose and solve complex technical issues, enhancing system functionality and user experience.

- **Team Management and Training**: Experienced in building, training, and leading teams, fostering a collaborative and productive work environment.

- **Game Development Readiness**: Ready to apply systematic management and technical skills to the development of engaging, interactive gaming experiences.

Projects

My Portfolio

Outbreak (Capstone Project)
Role: Lead UI/UX Designer, Level Designer
Tools Used: Unreal Engine, Adobe Photoshop
Description: Lead designer for UI/UX and level design in "Outbreak," a capstone project. Responsible for creating all UI designs and layout elements, enhancing player feedback. Designed key levels including an emergency room and an abandoned warehouse, focusing on immersive player experiences.

Metal Gear Solid Prototype
Role: Game Developer, UX/UI Designer
Tools Used: Unreal Engine, Adobe Suite
Description: Developed a prototype that reimagines the tactical espionage action of Metal Gear Solid. Tasked with the game loop, level UX/UI design, and implementing a novel 'Hide' mechanic, enhancing stealth gameplay elements.

The Orange Project
Role: Project Lead, Game Designer
Tools Used: Unity, Adobe Suite
Description: Led the development of "The Orange Project," designing a game centered around interaction with four distinct objects. Managed all aspects from initial game design ideas to mechanics and UI, creating a fun and engaging player experience.