HJBaumann@harrisonbaumann.com

432-352-5853

Game Designer/ \	World Experience Designer 432-352-5853	432-352-3853			
	https://www.harrisonbaumann				
Skills & Software	tware Professional Work				
ENGINES	New World Aeturnum – WEX Designer	(2023 – 2024)			
Unreal Engine 5	PC, Xbox Series, PS5   Lost Boys Interactive <b>Shipped</b>	· · /			
Unreal Engine 4	Designed paper maps for PVP/PVE combined areas				
Azoth Engine	Oversaw the implementation of the paper maps by the Art team				
Creation Kit (Fallout 4)	<ul> <li>Designed the layout of enemy and loot placements and implemented the design in engine</li> </ul>				
• Unity 5					
Lumberyard	Designed gimmicks using existing tech to enhance playability of the POIs  Onboarded and trained all more been of the yeard average to the provider of the points.  On boarded and trained all more been of the yeard average to the provider of the points.				
Lamberyara	Onboarded and trained all members of the world experience team  Along Market Rich of the American Street Control of the WEV Paging on the Control of th	(2022 2022)			
Programs	New World: Rise of the Angry Earth – Assoc. WEX Designer	(2022 – 2023)			
3ds Max	PC   Lost Boys Interactive <b>Shipped</b>				
	<ul> <li>Designed overhauled and brand new POIs in an existing area of the game</li> </ul>				
<ul><li>Maya</li><li>Perforce</li></ul>	Designed POIs to showcase new Enemy AI types				
	<ul> <li>Worked with art to ensure the vison was aligned</li> </ul>				
<ul> <li>Adobe Photoshop</li> </ul>	<ul> <li>Trained new designers on the engine and best practices</li> </ul>				
• Jira	New World – Junior World Experience Designer	(2021 - 2022)			
• Slack	PC   Lost Boys Interactive <b>Shipped</b>				
Office Suite	Re-designed a POI to showcase a new AI type				
<ul> <li>Inkscape</li> </ul>	<ul> <li>Designed and built out a brand-new POI in an existing area following player feedback</li> </ul>				
	Call of Duty: Black Ops Cold War – QA	8 months (2021)			
Industry Practices	PC, Xbox, PS   Activision Publishing	o			
Agile Development	Using my knowledge of game design, I searched for issues				
<ul> <li>Scrum Practices</li> </ul>	Utilizing Jira, I made detail reports regarding found issues				
• Perforce	Othizing sina, i made detail reports regarding found issues				
Jira Task Tracking	Student Projects				
	Student Drojecte				
Cross Discipline	Student Projects				
	La Rana- Level Designer/ World Builder	(200 hours)			
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Texas A&M - BA in History + English minor - December 2013 -

College Station, Tx