

Vincent R. Lombardo

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Software Skills:

Anvil Engine (Ubisoft Proprietary)
Dunia Engine (Ubisoft Proprietary)
UDK
Maya
3ds Max
Photoshop CS3
Perforce Software
Hansoft Project Management
Illustrator CS3
After Effects CS3
Architectural Desktop 2006

Design Skills:

Presenter for Next-Level-Design: tech talk created to teach entry level and junior level designers how to iterate and prototype faster pipelines for map or world building.

Level Design
Project Management
Public Speaking
Spatial Planning
Pre-Visualization
Urban Design
Traditional Draftsman

Education:

The Art Institute of Atlanta

Game Art & Design

Bachelor of Fine Arts
Atlanta, Georgia - June 2007

- GPA: 3.5 – Cum Laude
- Dean's List Fall 2004; Fall 2006
- Honors List Winter 2005 – Spring 2007
- AIA Best in Show – June 2007
- 1st Place AIA Showcase 2007 – Individual
- 1st Place AIA Showcase 2007 – Group
- Outstanding Contributions to the Dept. – June 2007
- Outstanding Academic Performance – June 2007

Northeastern University

Architectural Design

Bachelor of Science
Boston, Massachusetts - June 1995

Special Interests:

- Beginner Level French +5 years.
- USA Hockey Coach - Master Level (CEP #72925)

Experience:

Ubisoft - Montreal, Québec

Senior Level Designer (Discovery Tour by Assassin's Creed: Ancient Egypt),
October 2017 – January 2018

- Original member of group to pioneer the pipeline for Discovery Tour.
- Combined Level Design and storytelling using paths and cameras to showcase the walking tours throughout the game.
- Prototyping cameras and time of day effects for visualization.
- Debugging and polish insuring Director's vision for the final product.

Senior Level Designer (Assassin's Creed: Origins), August 2015 – October 2017

- **2018 Visual Effects Society Nominee for Outstanding Created Environment in an Episode, Commercial, or Real-Time Project**
- Core AC veteran behind design and layout for the city of Memphis.
- Prototyped minor locations: City of Krokodilopolis, Central Citadel, Bahariya Village & Black Market.
- Created procedurally generated roads, fields and areas within Memphis.
- Open World terrain manipulation.
- Worked with Level Artists to integrate assets into game world.
- Worked with Game Designers to build believable missions.
- Designed military locations for stealth and defend gameplay.
- Created hidden POI with rewards through use of thematic level design.
- Instructed Level Artists on proper city design and believability.
- Setup and adjusted crowd flow throughout the city.
- Created and adjusted free run paths in the city.
- Setup lighting in visually key locations.
- Responsible for checking and maintaining navigation mesh in map.
- Observed and acted on direct feedback from playtests.
- Adjusted and updated jiras assigned to city of Memphis.

Level Designer (Watchdogs 2), October 2014 – August 2015

- Used architectural experience to help create real-world locations ingame.
- Pre-production layout and design of Silicon Valley District.
- Worked with Level Artists to integrate assets into game world.
- Created roads and water path layouts for flow and gameplay.
- Open World terrain manipulation.
- Designed layout and gameplay area for Triad Gang faction in Chinatown.

Missions Scriptor (Farcry 4), September 2013 – October 2014

- Single Player - Missions Level Designer
- Co-op team - Tower Defense Missions
- Researched and created Design Docs for Single/Co-op Missions.
- Created fun and believable missions through feedback and scripting.
- Open World terrain manipulation.

Level Designer (Assassin's Creed IV: Black Flag), April 2012 – August 2013

- Designed map and layout for city of Havana.
- Worked with Level Artists to integrate assets into game world.
- Worked with Game Designers to build believable missions.
- Instructed Level Artists on proper city design and believability.
- Setup and adjusted crowd flow and parkour paths throughout the city.
- Setup lighting in visually key locations.
- Responsible for checking and maintaining navigation mesh in map.
- Observed and acted on direct feedback from playtests.
- Adjusted and updated jiras assigned to city of Havana.

CCPJNA, Inc. - Atlanta, Georgia

Level Designer (World of Darkness MMO), July 2007 – September 2011

Visual Artist (EVE Online: Apocrypha), Fall 2008

- Architectural building and zone concepts for World of Darkness MMO.
- Massing model and layout design for future city planning.
- Prototyped assets and modular environments, lighting, NPC's & portals.
- Created test character selection screens for World of Darkness.
- Participated in playtesting of exterior and interior environments.