

JOSE ABALOS

Level Designer/Scripter

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EXPERIENCE

Treyarch – Associate Game Designer

September 2016 – October 2018

Projects:

- *Call of Duty: Black Ops 4* May 2017 – October 2018
- *Call of Duty: Black Ops 3: Zombies Chronicles* September 2016 – May 2017
- Took **ownership** of the Zombies map **Blood of the Dead**, establishing player spawns, enemy spawns, playable areas, doors, perk machines locations and wallbuy locations.
- Implemented several **sidequests** and three steps for the **Main Quest** for the map *Blood of the Dead* using our proprietary tools: Spoon Quest, Pack-a-Punch Quest, Hell's Retriever Quest, Hell's Redeemer Quest, Monkey Bomb Quest and Achievements.
- Wrote **documentation** for Hero Weapons and Sidequests in *Blood of the Dead*.
- Collaborated with lead designers, animators, environment artists and sound teams in porting **eight Zombies maps** into the *Call of Duty: Black Ops 3* engine. Took ownership of maps **Ascension**, **Kino der Toten** and **Origins**.

Disney Interactive / Avalanche Software – Level Designer

June 2014 – May 2016

Projects:

- *Disney Infinity 2.0* June 2014 – September 2014
- *Disney Infinity 3.0* October 2014 – January 2016
- *Disney Infinity 4.0 (Cancelled)* October 2015 – May 2016
- Took ownership of **six** levels built using Maya and proprietary tools, from concept to post-launch support.
- Built **five** levels using Disney Infinity's Toy Box tools that users could download from their consoles.
- Selected from the community to work full-time at Avalanche Software.

SKILLS

Scripting

- GSC/CSC
- C#/C++
- Kismet
- Blueprint
- Lua
- Proprietary

Editors/Engines

- Radiant
- Unreal Engine 4
- UDK
- Unity
- Source
- Proprietary

Software

- Maya
- Photoshop
- Visual Studio
- Perforce
- Adobe Premiere

EDUCATION

The Guildhall at SMU

Masters of Interactive Technology, Level Design Certificate

Plano, TX
August 2012 – May 2014

Pontificia Universidad Catolica de Chile

Computer Science Degree, Education Minor

Santiago, Chile
March 2005 – December 2011