Spencir Bridges

Game & Technical Design

Reach me here...

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About Me

Accomplished and passionate Game Developer with expertise in game design and programming, backed by a proven track record of successfully shipping multiple large-scale game projects.

Education

Woodbury University

2016-2020

Game Design - BFA

Volunteer Work

- Assisted students with special needs at LBC in Tarzana

- Presented about Game Design to students with special needs at Tippens Education Center in Holly Springs Georgia

EXPERIENCE

Cantina Creative. February 2023-Present

Unreal Technical Director/Designer

- Designed & programmed game systems using Unreal Engine's Visual Scripting tools for a multiplayer/singleplayer sandbox experience.
- Authored content using these systems.
- Created VFX in-engine to use within cinematic/in-game content.

Frame Machine. April 2022 - February 2023

Technical Designer/Artist

- Implemented Cinematic tools/systems to support in-game cinematic & animation needs on *Lego 2K Drive* & *Mortal Kombat Onslaught*.
- Created content that was showcased in the *Lego 2K Drive* reveal trailer.
- Used Proprietary software to script in-game events for *Mortal Kombat Onslaught*.

The Third Floor. June 2021 - April 2022

Unreal Technical Director/Designer

- Helped guide, direct, & mentor; 3D artists, producers, & technical artists within Unreal Engine 4.
- I designed, programmed, & implemented in-engine tools within the engine for a pre-visualization environment related to an unreleased Netflix show.
- I developed & programmed post-visualization tools in the engine to create a new component of the pipeline that fulfilled filming requirements on set.

Cantina Creative. February 2020 - December 2020

Unreal Technical Director/Designer

- Designed/iterated upon levels and set pieces alongside scripting systems & events using Unreal Engine 4's Visual Scripting tools for both in-game & cinematic experiences.
- Created Cinematics entirely within engine; animation, VFX, Camera Work, level design, systems, & lighting.

SKILLS

- Unreal Engine
- Unity
- Visual Scripting (Blueprints)
- C#
- Maya/3DS Max
- Microsoft Office
- Adobe Illustrator/Photoshop
- Project Management Tools
- Voice Acting

- Technical Design
- Systems Design
- Game Design Documentation
- Locomotion Design
- Mission Design
- Narrative Design
- Agile & Scrum Development
- Bug Tracking
- Production Management