

# DENNY EDITA

## PERSONAL DETAIL

Mobile : 07825536643      Email : [denny.edita@gmail.com](mailto:denny.edita@gmail.com)  
Date of Birth : August 22<sup>nd</sup> – 1980      Nationality : Indonesian  
Address : South Bank, Middlesbrough, United Kingdom  
Website Portfolio : [www.deepeyes-maps.com](http://www.deepeyes-maps.com)

## PROFILE

I am a highly motivated designer, with strong technical abilities, particularly in Level Editor and 3D modelling. I have 8 years experience in Games Level Design and 3D Environment Modelling, where I have proved to be hard working and supportive team member.

## EDUCATION AND QUALIFICATION

- 2009 - 2011      Teesside University  
**BA (Hons) Computer Games Design, Second Class (2nd Division)**  
Relevant Module: Environment Modelling for Games, Games Design, Games Level Design, Games Interface Design and Games Development.  
Dissertation: "Teesside University MAP for Counter-Strike Source"
- 1999 - 2004      Gunadarma University  
**Diploma (Three) Informatics Management**  
Dissertation: "How to build a MAP with Valve Hammer Editor"

## DESIGN EXPERIENCE/PROJECTS

- 2009 - Present      **BZS MOD (Voluntary)**  
I am co-project leader for the MOD. Working as Games Designer, Lead Level Designer, HUD Designer and Website Designer.
- This project have given me experience with design, games mechanic and international teamwork, which involves planning for meetings, keeping track of the development and cooperation with multiple languages.
  - My team was rated as anticipated MOD from games community/anime fans.
  - Project Website: [www.bzsmo.com](http://www.bzsmo.com)
- 2003 - Present      **Deepeyes Maps (Voluntary)**  
I ran a website to host a Games Level Design community. Which involved an multinational members to gather ideas/feedback to appeal specific target audiences.
- I build and develop competitive maps for Counter-Strike 1.6 and Counter-Strike Source to compete with international developers.
  - I achieved high rating download rate which increase maps popularity on Games Server Community, which hosted my maps.
  - Project Website: [www.deepeyes-maps.com](http://www.deepeyes-maps.com)

## EMPLOYMENT HISTORY

2002 - 2006 **Waltz Games Centre, Indonesia - IT Administrator (Full Time)**  
I ran a Games Shop/Cyber Cafe specialized for Gamers enthusiast to gather members and compete with other customers.

- Ensuring quality of service through communication skills.
- Negotiating solutions for customer request and suggesting ideas.

### Achievements

- Achieved as popular games shop in the town.
- Achieved as favourite place for Gamers to run a meeting in the town.

2006 - 2008 **PT. Aneka Warna Indah, Indonesia - IT Administrator (Full Time)**  
Responsible on producing an Inventory of the IT facilities and maintaining a large of computer network. Plus providing technical support to 50 company employees.

### Achievements

- Delivered training to new members of staff on Computer Operating System.
- Composed and Introduced new system/assets that received positives feedback and is used on a daily basis.

## ADDITIONAL SKILLS

**Technical** Excellent knowledge of Photoshop, Autocad, 3D Studio Max, Source Development Kit, Unreal Development Kit as well as Microsoft Word, Excel and PowerPoint. Content Management System such Joomla and Wordpress.

**Languages** Indonesian (Native), English (Certificate In Continuing Education - Teesside University)

**Personal** I started practicing my creativity from a young age, by drawing simple pictures on papers. At 12 years of age, I was introduced to computers and there I developed a keen interest in digital design and media. I then progressed to developing 2D and 3D designs, web design and finally to main interest of computer games design. Through my formative years, I have learnt many things from my interest in computers and the digital world. From what started off as a hobby, has become my life, and hopefully, will become my career.

## Referees

Julian Warren - Lecture/Project Supervisor  
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