

Career Goal:

To translate my passion for games into building fun, enjoyable and memorable game levels and missions. I want to use my motivation to constantly improve my skills, take on exciting challenges and learn from other team members and other games industry professionals.

Games Industry Experience:**July 2011 – Present: Mission Scripter, Rockstar North****January 2009 – July 2011: QA Game Tester, Rockstar Lincoln**

Play testing games with attention to detail, reporting bugs, clear and concise communication with other team members and developers.

Games I have worked on: Grand Theft Auto Chinatown Wars PSP, Grand Theft Auto IV Episodes From Liberty City, Red Dead Redemption, LA Noire and Max Payne 3.

Personal Level Design Experience:**DM-Turm – Unreal Tournament 3 – UnrealEd**

Map created for MapCore Cube Challenge.

DM-Cine – Unreal Tournament 3 – UnrealEd

Map built for World of Level Design Winter Challenge 2011.

Last Stand – Call of Juarez: Bound in Blood – ChromEd

A survival mode custom single player level, in which the player has to repel waves of enemies, while trying to stay alive and protect supplies located in a small Mexican town. I created level layout, enemy spawning scripts, laid out enemy path nodes and put together logic for random script triggering. As a result, no two playthroughs of the mission are the same, and players are encouraged to do better on their next attempt.

Hired Gun – Call of Juarez: Bound in Blood – ChromEd

Custom single player level that mixes elements of different gunplay scenarios, variety of objectives and environmental puzzles. I created level layout, puzzles, enemy spawning and enemy path nodes. I also set up different gameplay scenarios for instance protecting an NPC, following an NPC, forcing NPC to move while being held at gunpoint.

Education:

2007 – 2008: MSc Digital Media Production, Coventry University

2003 – 2007: MSc Computer Science, Technical University of Lodz

Software Knowledge:

ChromEd: Good
UnrealEd: Good
3D Studio Max: Good
Photoshop: Good
Visual Studio: Good

Programming/Scripting Knowledge:

C++/C#: Good
UnrealScript: Basic
HLSL: Basic
HTML/CSS: Good
JavaScript: Basic

Languages:

English: Fluent
German: Basic
Polish: Mother Tongue