

SKILLS

Engines/Development Environments:

- Radiant (*Call of Duty: WWII*)
- UnrealEngine4 (*I-GAME 2.0, Spyro Reignited Trilogy*)
- UnrealEngine3 (*Section 8, Section 8: Prejudice, Aliens: Colonial Marines, Transformers, Phantom Dust*)
- Unity
- Hammer

Programming/Scripting Languages:

- C/C++
- C#
- PL/SQL
- Unreal Motion Graphics (UMG)
- Unreal Blueprint
- Kismet
- Lua 5.1
- UnrealScript
- Javascript
- HTML
- CSS

Other Software and Qualifications:

- Microsoft Visual Studio
- 3DS Max
- Adobe Photoshop, Illustrator, Premiere
- Perforce
- Bug Tracking and Tasking: JIRA, Bugzilla, Hansoft

Design Skills:

- UI Scripting and Flow Design
- Single-player and Multi-player Level Layout Creation / Whiteboxing
- Level Set-Decking (Texturing / Lighting)
- Gameplay & AI Scripting
- Design Documentation
- PC and Console Optimization

PROFESSIONAL EXPERIENCE

Senior Level Designer – Sledgehammer Games

August 2016 - Present

Titles: *Call of Duty: WWII, Spyro Reignited Trilogy*

Foster City, CA

- Created basic level geometry for *Nazi Zombies* gamemode release maps (*Prologue/Groesten Haus* and *The Final Reich*), and one of the post-release maps, *The Tortured Path*.
- Planned and implemented level scripting for the in-game objectives/quests (“Easter Eggs”) with other designers for all *Nazi Zombies* maps (both release and post-release)
- Supported Gameplay Engineers with by implementing numerous features related to weapons, AI, and UI.
- Assisted with UI/UX Frontend scripting on the gamemode lobby, player customization, and weapon customization screens

Game Designer - IPKeys

August 2015 – February 2016

Titles: *I-GAME 2.0*

Eatontown, NJ

- Used Unreal Motion Graphics and Blueprint to create User Interfaces and all associated scripting for Operations Orders (OPORD), Threat Map, and After Action Review (AAR) systems.
- Maintained numerous other User Interface systems including game menus and player heads up display (HUD).
- Worked with other Game Designers to fix design-related bugs pertaining to all systems and features.

Technical Designer – Darkside Game Studios

July 2014 – February 2015

Titles: *Phantom Dust*

Sunrise, FL

- Wrote feature specific design documents for various features (spectator system, player camera controls, pickups) .
- Created and maintained basic functionality for wide variety of weapons and projectiles using primarily UnrealScript and C++, ranging from melee weapons to remote detonation mines.
- Worked with other Technical Designers and Programmers to maintain the code backend used for a wide variety of other gameplay systems.

Steve Baroski

<http://www.stevebaroski.com/>

Game Designer

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Contract Level Designer – Edge of Reality

Titles: *Transformers: Rise of the Dark Spark*

July 2013 – April 2014

Austin, TX

- Built 3 Singleplayer maps in conjunction with another designer, taking all maps from initial concept to console optimization.
- Created new level specific gameplay features (custom weapons, enemies, etc) for assigned levels.

Lead Level Designer – TimeGate Studios

Titles: *Minimum, Aliens: Colonial Marines*

November 2010 – March 2013

Sugar Land, TX

- Oversaw a team of 8 Level Designers through all stages of level development.
- Worked closely with Game Designers to prototype out new gamemodes and assisted other developers on various scripting issues.
- Created numerous prototype and blockout maps, starting at the initial concept phase.
- On *Aliens*, collaborated with Creative Director and Design Director to set overall level direction for all assigned levels.
- Assisted other Level Designers in creation of the *Aliens: Colonial Marines* trade-show demos used for E3 2011 and Destination Playstation 2012.

Campaign / Level Designer - TimeGate Studios

Titles: *Section 8: Prejudice, Section 8*

April 2008 – November 2010

Sugar Land, TX

- Established and maintained gameplay balance for all Campaign-specific weapons, vehicles, structures and enemies.
- Created and contributed to numerous levels in both projects, shipping the Deadwood, Utah Crash Site, and Whiteout maps.
- Created Kismet scripting framework for use in singleplayer campaign variants of all shipped maps.

Level Design Intern– Gearbox Software

Titles: *Brothers in Arms: Hells Highway*

June – August 2007

Plano, TX

- Responsible for LOD/Skybox map creation, Kismet scripting, and general bug-fixing (~125 tasks and bugs resolved over three months).
- Created internal test maps and UI front-end used for testing various game functionality (weapons and AI).
- Scripted basic objective and waypoint systems in editor for three levels.

Education

The Guildhall at Southern Methodist University

Masters of Interactive Technology in Digital Game Development, Specialization: Level Design, Scripting.

GPA: 3.86

June 2006 - March 2008

Susquehanna University

Bachelor of Science in Computer Science, Minor in Mathematics

Graduated cum laude, GPA: 3.79

June 2002 - June 2006