

Patrick Paluski

LEVEL DESIGNER / GAMEPLAY SCRIPTER

WORK LOAD Full-Time

<https://stratonace.github.io/>

EXPERIENCE

Borderlands 3 & DLC (2017 - Present)

An Unreal Engine 3 Co-op FPS. Senior Level Designer. Level design layouts & design planning, prototyping. Level Design. Construction – architecture, texturing & lighting. Game play – Level flow layout design, combat/cinematic Kismet scripting.

Battleborn - DLC: Heart of Ekkunar (2017)

Final DLC for Battleborn. Level design layouts & design planning, prototyping. Level Design. Construction – architecture, texturing & lighting. Game play – Level flow layout design, combat/cinematic Kismet scripting.

Battleborn, DLC & Support (2014 - 2016)

An Unreal Engine 3 Co-op Hero Shooter/Battle Arena. Senior Level Designer. Level design layouts & design planning, prototyping. Level Design. Construction – architecture, texturing & lighting. Game play – Level flow layout design, combat/cinematic Kismet scripting.

Aliens: Colonial Marines - DLC: Stasis Interrupted (2012 - 2013)

Fourth and final DLC for Aliens. Level design layouts & design planning, prototyping. Level Design. Construction – architecture, texturing & lighting. Game play – Level flow layout design, combat/cinematic Kismet scripting.

Brothers In Arms: Furious 4 (2011 - 2012)

An un-released Unreal Engine 3 Co-op FPS. Senior Level Designer. Level design layouts & design planning, prototyping. Level Design. Construction – architecture, texturing & lighting. Game play – Level flow layout design, combat/cinematic Kismet scripting.

Aliens: Colonial Marines (2009 - 2011)

An Unreal Engine 3 Co-op FPS. Senior Level Designer. Level design layouts & design planning, prototyping. Level Design. Construction – architecture, texturing & lighting. Game play – Level flow layout design, combat/cinematic Kismet scripting.

Section 8 (Aug. 2008 - Aug. 2009)

An Unreal Engine 3 Multi-player FPS. Level Designer. Level design layouts & design planning. Level Design. Construction – architecture, texturing & lighting, Prefab setup. Game play – Level flow layout design, combat/cinematic Kismet scripting.

Alan Wake (2006 - 2008)

Gameplay Designer. Scripted sequences. Combat design, puzzle design, cinematic sequences, game flow. Prefab setup to include setting up havok physics items.

FEAR: Extraction Point & Perseus Mandate (2005 - 2006)

Level design layouts & design planning. Level Designer. Construction – architecture, texturing & lighting, Prefab setup including physics and destructible items. Game play – Level flow layout design, combat/cinematic scripting. Particle Effects.

RELATED SKILLSET

- UnrealEngine 2
- UnrealEngine 3
- UnrealEngine 4
- Perforce Versioning Software
- Bugzilla Bug Tracking Software
- Lithtech
- Adobe Photoshop 7.0
- Game Design
- Level Design
- Scripting

PORTFOLIO

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