

# Patrick Paluski

## LEVEL DESIGNER / COMBAT DESIGNER

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

### EXPERIENCE

#### **Cancelled Space Game (2024 - Present)**

An unannounced 1-person futuristic shooter using Unreal 5 that had players taking on the roles of "looter-mercenaries" in space that found various derelict ships to plunder, and often resorted to piracy. The game was going to utilize a form of procedural generation that stitched prefabricated ship sections together and randomized loot and mission structures. I spent a lot of time prototyping spaceship interiors for sizing, general feel, and how the proc gen system could possibly stitch the areas together.

#### **South Park: Snow Day (2021 - 2024)**

A 3rd-person Unreal Engine game based on the South Park franchise that had 4 Player Co-op. Level design layouts & design planning, prototyping. Construction – Blockouts & Initial lighting. Game play – Level flow layout design. Combat construction.

#### **Borderlands 3 & DLC (2017 - 2021)**

An Unreal Engine 4, Co-op FPS. Level design layouts & design planning, prototyping. Construction – Block-outs & lighting. Game play – Level flow layout design. Mission setup & combat construction.

#### **Battleborn - DLC: Heart of Ekkunar (2017)**

Final DLC for Battleborn. Level design layouts & design planning, prototyping. Construction – Block-outs, texturing & lighting. Game play – Level flow layout design. Mission, combat, and cinematic scripting.

#### **Battleborn, DLC & Support (2014 - 2016)**

An Unreal Engine 3, Co-op Hero Shooter/Battle Arena. Level design layouts & design planning, prototyping. Construction – Block-outs, texturing & lighting. Game play – Level flow layout design. Mission, combat, and cinematic scripting.

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

Fourth and final DLC for Aliens. Level design layouts & design planning, prototyping. Construction – Block-outs, texturing & lighting. Game play – Level flow layout design. Mission, combat, and cinematic scripting.

#### **Brothers In Arms: Furious 4 (2011 - 2012)**

An un-released Unreal Engine 3 Co-op FPS. Level design layouts & design planning, prototyping. Construction – Block-outs, texturing & lighting. Game play – Level flow layout design. Mission, combat, and cinematic scripting.

### **Aliens: Colonial Marines (2009 - 2011)**

An Unreal Engine 3, Co-op FPS. Level design layouts & design planning, prototyping. Construction – Block-outs, texturing & lighting. Game play – Level flow layout design. Mission, combat, and cinematic scripting.

### **Section 8 (Aug. 2008 - Aug. 2009)**

An Unreal Engine 3 Competitive Multi-Player FPS. Level design layouts & design planning. Construction – Block-outs, texturing & lighting, Prefab setup. Game play – Level flow layout design. Mission, combat, and cinematic scripting.

### **Alan Wake (2006 - 2008)**

Gameplay Designer. Scripted sequences. Mission Scripting. 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. Construction – Block-outs, texturing & lighting, Prefab setup including physics and destructible items. Game play – Level flow layout design. Mission, combat, and cinematic scripting. Particle Effects.

## **RELATED SKILLSET**

- UnrealEngine 3
- UnrealEngine 4
- Perforce Versioning Software
- Jira Project Tracking Software
- Lithtech
- Adobe Photoshop
- Level Design and Blockout
- Mission Design and Scripting
- Combat Design and Combat Scripting

## **ONLINE PORTFOLIO**

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