

Eric Bakutis

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Game Developer

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Education

Masters in Interactive Technology, Digital Game Design Specialization in Level Design

July 2008

The Guildhall at Southern Methodist University, Plano, TX

Masters Thesis: *Balancing Cut Scenes and Gameplay*

B.A. in English Composition w/ Technical Writing Certification

August 2000

University of North Texas, Denton, TX

Portfolio: <https://tebakutisdesigner.github.io/>

Game Development Experience

Senior Level Designer - Zenimax Online Studios

January '21-July '25

- Wrote initial documentation regarding various systems and elements of Zenimax Online Studio's (ZOS) unannounced MMORPG project, including but not limited to designing systems "on paper" for weather, ambient critters, dungeon exploration, content exploration, combat design, and more.
- Advised our quest design team on multiple aspects of quest design and multiplayer design in online environments.
- Created "graybox" blockouts for multiple areas of our unannounced MMORPG, including instanced content, dungeon content, and overworld content. These areas included both combat and scripted elements.
- Prototyped a number of functions in our proprietary engine including moving platforms, transitions between worlds, and combat encounters.
- Explored, documented, and helped test various movement mechanics.
- Created multiple "dev gyms" that allowed us to settle on metrics for level design such as ideal hallway width, ceiling height, and movement options
- Worked with a team to create a modular system of rooms which could be "snapped" together to rapidly create blockouts for planned mission content.

Senior Content Developer - Zenimax Online Studios

March '13-December '20

- Worked with a large team to create high-quality main and side quest content for multiple seasons of Elder Scrolls Online using our proprietary tools.
- Reverse engineered content implemented by other developers to diagnose and fix bugs as they appeared on our Live service.
- Acted as a liaison between our programming team and content team to diagnose programming bugs and escalated bugs to programming as necessary.
- Acted as "tools expert" by providing consultation to other developers when they needed assistance implementing new content or fixing existing content.

Lead Content Developer - Zenimax Online Studios

March '11-March '13

Content Development

- Led a cross-discipline team to prototype, design, implement, and test our first

expansion content, the multiplayer only "adventure zone" Craglorn.

- Led a cross-discipline team to prototype, design, implement, and test our "starter zone" experience for the Daggerfall Covenant and Ebonheart Pact.
- Led a cross-discipline team to complete multiple "zones" for Elder Scrolls Online including Stormhaven, Alik'r, Stonefalls, The Rift, Greenshade, Bleakrock, Bal Foyen, Stros M'Kai, and Betnikh (over 120 hours of content)

Teaching and Training

- Developed tutorial documents and taught training classes for our content developers to familiarize them with editing tools as they became available.
- Acted as "tools expert" by providing consultation to other developers when they needed assistance implementing new content or fixing existing content.
- Obtained SCRUM certification, a production system for organizing a large team and effectively tracking tasks from start to completion.

Content Developer - Zenimax Online Studios

August '08-March '11

- Prototyped, designed, and implemented large amounts of quest and exploration content for multiple seasons of Elder Scrolls online using our proprietary tools.
- Created tutorial documents and taught classes to other developers to improve their familiarity with our proprietary tools as new features came online.
- Worked closely with our programming team to develop and iterate on our proprietary toolset so it supported the needs of content development.

Technical Writing Experience

Lead Technical Writer - Lacerte Technologies

May '05-January '07

- Worked closely with programmers to develop a number of client-facing user guides explaining how to use new ExponentHR functionality, and worked with a large team to document a complex application.

Technical Writer - Consulting Partners

October '00-May '05

Content Development

- Wrote documentation and designed training for multiple large companies, including FedEx Kinko's, PowerUp Networks, American Airlines, and others.

Game Design and Teaching Skills:

- Game Design (mechanics, balance, testing)
- Level Design (paper design, implementation, texturing/lighting, optimization)
- Scripting (C++, C#, LUA, Kismet, Unrealscript, Radiant Script, and others)
- Technical Writing (game documentation, tutorial writing, lesson planning)
- Teaching and Training (small classroom and one-on-one)
- Creative Writing (story design, NPC and player dialogue, lore books)

Software Skills (Non-Proprietary):

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|------------------------------------|------------------------|
| • Unreal Engine | • Adobe Photoshop |
| • Unity | • Adobe Premiere |
| • Radiant | • Microsoft Word |
| • Hammer | • Microsoft Excel |
| • TES Construction Set | • Microsoft Powerpoint |
| • NWN Toolset (Neverwinter Nights) | • Shotcut |