DORIAN H. GORSKI

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| **Experience**Stray Bombay (2019 – Present)*Lead Level Designer** Level Design – Owned all game levels to ship and 7 out of 10 from concept to ship. Concept process, documentation, blockout, iteration, and finalization of gameplay & performance.
* Game Design – Worked with director & team to help with core combat, abilities, and movement. Helped prototype and create some core combat systems early in project.
* Code – Wrote multiplayer game objects in blueprint used throughout the game such as doors, buttons, elevators, trigger system, toggleable fx & lights, etc. Wrote materials and setup technical fx such as bendable foliage & destructibles.
* Art – Helped finalize multiple level spaces by world building, material creation, lighting, decals, and fx placement.

Amazon Game Studios (2016 – 2019)*Lead Technical Designer** Feature Lead – Lead and built multiple prototypes in UE4 and Lumberyard. Help to organize team for features related to player, combat, and camera.
* Game Design – Work with director & team to put together core combat, camera, and movement systems. Emphasis on metric & test driven design.
* Code – Wrote multiplayer prototypes in UE4 (character, camera, weapons, UI). Modification of C++ gameplay systems for camera, movement, combat, and expansion of scripting systems within Lumberyard.
* Art – Character creation & rigging, implementation (Persona), advanced shader creation, FX, and UI in UE4.
* Level Design – Construct prototype combat arenas, focus test experience levels, & metric levels.

id Software (2010-2016)*Senior Game Designer** Game Design – Helped with initial weapons design, enemy design, combat design, and wrote design for SnapMap UGC mode.
* Level Design – Blockout, mission design, gameplay, & scripting.
* Art – Final geometry, UVs, lighting, fx, and post processing for multiple levels & scenes.
* Code – Implemented gameplay and scripted sequences in Visual Studio using C++/SuperScript language.

Gearbox Software (2004-2010)*Lead Level Designer (2008-2010)**Level Designer (2004-2008)** Responsible for level documentation and game wide mission design documentation.
* Designed game systems and tools.
* Created multiple tools and guidelines for the level design team.
* Created and managed multiple levels from concept to final.

**Skills*** Experience with multiple editors including UnrealEd, Hammer, Crytek, and idStudio.
* Experience with C++, Unreal Blueprint, Assembly, Python, and DrScheme.
* Advanced experience with Modo, Photoshop, and Illustrator.
* Experience with HTML, PHP, React, and Javascript.

**Education****University of Texas at Dallas**Computer Science - (2006-2011)**University of Las Vegas, Nevada**Computer Science - (2001-2004) |