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) | |