

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)