

MARCO TURZYNSKI

LEVEL DESIGNER

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1990/08/30

EDUCATION



FUTUREGAMES | 2018-currently

Game Design

I focus on Level design and scripting. Courses and lectures are held by industry professionals from studios such as, DICE, Hazelight, King and many more.

UDEMY | 2017

Course: C++



C++ course building games inside Unreal.

PLURALSIGHT | 2017

Course: C++



C++ course learning the fundamentals.

SKILLS

Language

Swedish, Polish, English

Game Engine



Unreal Engine



Unity Engine

Programming



C++



C#



Blueprints

Softwares



Photoshop



Visual Studio

Source Control



GitHub



Perforce



Sourcetree

GAME PROJECTS

Dying Light (Personal Project) | 2019 - Currently

Level Design | Dying Light developer Tool

Currently working on a **Dying Light level**, expanding my knowledge of **open world level design**.

MOMENTUM | 2019

Role: Level Design | Unity

I created the overarching **level design** for the game, iterating with **2D sketches** and later finalizing it through **block out** in the engine. I worked together with the other designers, iterating on the **level layouts**, making sure that they worked with the gameplay. I made sure that we had **consistent player guidance** throughout the game.

NOT A PLANT | 2019

Role: Level Design & Gameplay design | Unreal

I focused on **gameplay design** and **scripting**. Together with the other designers we iterated on the gameplay. I later moved my focus on to **level design**.

BALLUNATICS | 2018

Role: Gameplay scripter & design | Unreal

I worked as a **gameplay scripter** during the project. I **iterate** with the other designers on **prototypes** to find our gameplay. Together we also worked on the **level design** on how to convey **progression to the player**.

WORK EXPERIENCE

TEACHER – TEKNISKA MUSSET | 2018-2019

A Part-time job **teaching Unreal Engine** and **scripting** to young teenagers together with two classmates from Futuregames.

HEAD CHEF/COOK | 2008-2018

I have worked as a head chef/cook, **leading** a kitchen, **planning** work structure, menus and work hours. As a Chef, I learned to work with different **groups of people**, high **communication**, **handling stress** and various ways of **creative thinking**.

