

Brian Roycewicz

- Game Designer
- Level Designer

Irvine, CA

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LEVEL EDITORS

- Unreal Engine
- Radiant
- Hammer

SCRIPTING

- Unreal Engine Blueprint
- Hammer
- Batch
- PowerShell
- Python
- C-style languages

2D VISUALS

- Photoshop
- Clip Studio Paint

3D VISUALS

- Maya

PROGRAMMING

- Visual Studio

PRODUCTION

- Instagantt
- Tom's Planner
- Asana

GENERAL

- Perforce
- Atlassian suite
- Google Docs suite
- Microsoft Office suite

SUMMARY OF QUALIFICATIONS

- 14 years professional experience (1 as QA, 9 as LD, 4 as GD)
- 24 years individual experience in level design, starting within the Half-Life mod community
- Familiarity with design across multiple gameplay genres including FPS, VR, co-op, MOBA and brawler
- As a sole developer, created a minimum viable product (PaperCut!, 2019-2022) and continue to manage it as a side-project with my company, Unknown Angles LLC
- Half-Life 2 SP mod 'Provenance' featured in Computec Media's *PC Games* magazine, PC Gamer UK magazine coverdiscs (2007)

PROFESSIONAL EXPERIENCE

PaperCut!

2019-2022+

Unknown Angles, sole developer

- Designed and created all aspects of a mobile-centric, origami-themed, micro-MOBA game on Unreal Engine 4
- Currently being pitched to potential publishers

Lone Echo 2

2019

Ready at Dawn Studios, SP level designer

- Designed 16 side-missions on paper and worked with the team to create prototypical, in-game representations of each via level design and visual scripting

Echo VR (Echo Arena & Echo Combat)

2017 - 2019

Ready at Dawn Studios, MP level designer

- Designed and implemented ~7 VR-centric multiplayer levels for the game's unique social/sports/first-person shooter game designs
- Designed and implemented key game components (player customization terminals, weapon & equipment training experiences, stats displays including 2D art, and more)
- Led multi-departmental 'Lobby pod' to bring Lobby 2.0 level to completion
- Created batch scripts to improve department's playtesting workflow (desk-to-test build propagation & client-server connection automation)
- Helped pioneer VR-to-ER gameplay

Deformers

2016 - 2017

Ready at Dawn Studios, MP level designer

- Worked within a small team to design and implement 6 multiplayer levels for the game's brawler/party design

Battleborn

2013 - 2015

Gearbox Software, MP game designer & MP level designer

- Wrote game design documents to introduce game mechanics (eg. Shard economy system, pre/post-match sessions designs, 'economy encounters' NPC combats), identify requirements, iterate upon overhead game experience, and execute on ideas alongside other departments
- Designed and implemented new gameplay systems, multiplayer gamemodes, and gameplay objects using proprietary visual scripting tools
- Designed layouts and implemented block-outs of multiplayer levels for existing gamemodes and as examples accompanying new gamemode designs

Aliens: Colonial Marines

2011 - 2013

Gearbox Software, SP/MP level designer & MP game designer

- Designed layouts, drafted block-outs, and built levels guided by game design documents, movie reference, and research materials to work within the IP
- Designed and implemented prototype levels for game's high-action finale
- Implemented gameplay and combat scripting for various single-player and multiplayer levels
- Designed and implemented scripting for multiplayer mechanics (Survivor, Escape gamemodes) and single-player training mechanics (USCM Firing Range mini-games)
- Worked with Production to add localization to multiplayer gamemodes

Brothers in Arms: Furious 4

2009 - 2011

Gearbox Software, SP level designer

- Drafted game story and overarching game missions within smaller teams of designers for various single-player chapters
- Designed and implemented 4 single-player levels following a set of principles designed around four-player, class-based, co-op friendly gameplay
- Implemented gameplay and combat scripting for single-player levels

Call of Duty 4: Modern Warfare & Modern Warfare 2

2007 - 2009

Infinity Ward, QA tester

- Hunted, reported, & regressed bugs alongside other various tasks assigned individually or as a team collaboration
- Designed and implemented an MP level which was *this* close to shipping with MW2

INDEPENDENT/MOD EXPERIENCE

Half-Life 2: Provenance	2009
▪ Game design, level design, code, 2D art, 3D art, animation, VFX	
Half-Life: Sven Co-op	1999 - 2009
▪ Level design, 3D art, animation	