



Lukasz Maj

Senior Level Designer

Profile

I am a passionate and dedicated level designer with a strong focus on combat.

I have 10+ years of professional experience. My motto is gameplay first and

I always strive for opportunities to contribute to the development of high-quality, engaging and fun video games.

Game Titles

Final Form

Cyberpunk 2077

The Witcher 3: Heart of Stone

The Witcher 3: Wild Hunt

Dead Island: Riptide

Afterfall: InSanity

Cargo 3

Contact

E-mail

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+48 694 581 445

Portfolio

<http://lukaszmaj.weebly.com>

Skills

Game Engines:

Unreal Engine, Cryengine, Chrome Engine, RedEngine

Scripting Languages:

Blueprint Visual scripting, Flowgraph
Visual scripting

Experience

2020-12

Senior Level Designer

- Present

Reikon Games

- Establishing and directing the vision for the levels, maintaining a focus on the gameplay aspects of the maps and ensure that focus is shared by the Level Design team and respected by the Environment Art team
- Defining and refining level layouts to create an extremely fun, satisfying, and polished level design flow
- Acting as the voice for level design in cross discipline conversations and planning
- Creating documentation for the level design team such as visual language, metrics, mechanics, production stages etc.
- Mentoring and giving constructive feedback to fellow colleagues as well as supporting their work when necessary

2019-03

Senior Level Designer

- 2020-11

Techland

- Designing, building and iterating level layouts using in-house proprietary tools
- Implementing gameplay and game structure through the use of an in-house visual scripting tool
- Creating and iterate on the second to second experiences that emphasize AI Encounter, Puzzle, Exploration and Narrative pacing
- Contributing toward establishing standards, conventions, and metrics that help guide the team toward quality and consistency
- Taking the initiative on tackling difficult or novel cross-disciplinary sequences or sections of content, and see them through from initial conception to completion
- Taking ownership over level designs from conception to the final stages of polish, cooperating on every stage with Art, Design and Engineers, facilitating communication and coordinating departments to ensure the vision is clearly understood
- Providing constructive feedback on all aspects of the product, finding opportunities to increase the quality of the product
- Providing mentorship to other designers and team members

2013-01

Level Designer

- 2019-03

CD Projekt RED

- Designing and building layout and core moment to moment gameplay implementation on the Vertical Slice and E3 level
- Crafting memorable combat encounters, cooperating with combat designers in honing these experiences to perfection
- Acting as a bridge between combat designers and other level designers, establishing and sharing best practices
- Contributing toward establishing metric system, collaborating with Art, Animation, Design, Combat and other departments to create consistent in-game standards for the whole team
- Creating modular kit in 3D application for rapid in-editor prototyping that was used by other designers and team members for prototyping all blockmesh levels

Art Tools:

3DS Max, Maya, SketchUp, Photoshop

Version Control Tools:

Perforce/SVN

Languages:

Fluent English and Polish

Hobbies

Architecture, Culinary experiments,

Literature, Personal growth

- Collaborating with multiplayer team, providing constructive feedback and finding opportunities to increase the quality of the product
- Creating mocap of the city to test scale, distances and location distribution
- Planning design via 2D maps, diagrams, and written documentation
- Implementing gameplay and game structure through the use of an in-house visual scripting tool
- Creating and iterate on the second to second experiences that emphasize AI Encounter, Puzzle, Exploration and Narrative pacing

2012-08

Level Designer

- 2012-06

Techland

- Planning design via 2D maps, diagrams, and written documentation
- Designing, building and iterating level layouts using in-house proprietary tools
- Implementing gameplay and game structure through the use of an in-house visual scripting tool
- Memory budget tracking, optimizing and bug fixing

2011-05

Level Designer

- 2012-06

Nicolas Games S.A.

- Designing, building and iterating level layouts in Unreal Engine 3
- Implementing gameplay and game structure through the use of Unreal Engine Kismet visual scripting tool
- Collaborate with the Design, Art, and Engineering teams to create gameplay mechanics, combat encounters, and cinematic sequences.
- Taking ownership over level designs from conception to the final stages of polish, cooperating on every stage with Art, Design and Engineers, facilitating communication and coordinating departments to ensure the vision is clearly understood

2011-01

Level Designer Internship

- 2011-04

Vinci Games S.A.

- Planning design via 2D maps, diagrams, and written documentation
- Designing, building and iterating level layouts in Unreal Engine 3
- Implementing gameplay and game structure through the use of Unreal Engine Kismet visual scripting tool
- Cooperating closely with Art and Design to execute the game's vision

Education

2007-10

Master of Arts: English Literature

- 2009-06

Higher Philology School, Wrocław

2004-10

Bachelor of Applied Science: Computer Science

- 2008-06

Technical University, Kielce