



# PATRICK DE GUZMAN

## Level Designer

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### GAME EXPERIENCE

#### The Gauntlet Prismatic – Team Production School Project

July 2017 to December 2017

- Collaborated with 3 level designers to design 3D city blocks for a first person shooter using Unreal Engine and built 25 levels.
- Coordinated with artists to streamline assets that would be included in the world such as lampposts, street signs and buildings to increase efficiency.
- Designed 15 tactical environments to implement player versus enemy encounters.
- Consistently tested newly designed environments to determine whether gameplay was diverse and exciting.
- Met weekly and monthly deadlines to ensure the efficiency of the final product.

#### Los Van – Solo School Project

July 2017 to March 2018

- Utilized existing assets to build a 3D downtown environment for an open-world racing game.
- Used blueprint scripting to implement scripted events, user interface and user experience features.
- Designed 2 obstacle course races that increase in difficulty to ensure the player experience matched the mechanics learned throughout the game.
- Created over 50 iterations to ensure mechanics were working properly, assets were placed correctly and gameplay was consistent.

### RELEVANT EXPERIENCE

#### Dying Light: Bad Blood – Digital Scapes Studio

December 2017

- Focus tester

#### Sales Associate – The Source

July 2016 to Present

- Elevated to key holder; responsible for opening and closing duties.
- Responsible for setting up store, handling cash in the morning and depositing cash in the evening.
- Met daily, weekly and monthly goals, which helped the entire store achieve its goals.

#### CAD Operator – O'Rourke Engineering Ltd.

November 2014 to May 2015

- Assisted with multiple drawings given by the project manager. Tasks include organizing and preparing drawing packages alongside the team lead.
- Modeled 3D pipelines and equipment for project managers using CADWorx.

### SKILLS

#### Engines:

- 2 years with Unreal Engine
- 1 year with Unity

#### Scripting:

- 2 years with blueprint scripting
- 1 year with visual studio

#### Other focuses:

- Photoshop CC 2015
- Autodesk Maya 2017
- Microsoft Word, Excel, PowerPoint

### EDUCATION

#### The Art Institute of Vancouver

May 2016 – March 2018

- Completed the Game Art and Design program where I focused on game design, blueprinting and critical thinking.

#### Southern Alberta Institute of Technology

September 2008 – April 2009

- Successfully completed the Process Piping Drafting certification course which was focused on standards in the oil and gas industry.