

Steve Baroski

302-740-6421
14231 FM 1464, Apt. 5203, Sugar Land, TX 77498

Level Designer
sbaroski@gmail.com
http://www.stevebaroski.com/

SKILLS

Engines/Development Environments:

- UnrealEngine 3.0 (*Brothers in Arms: Hell's Highway, Section 8*)
- Hammer (*Half-Life 2*)
- *Quake IV* Radiant
- UnrealEngine 2 (*Unreal Tournament 2004*)
- The Elder Scrolls Construction Set (*Morrowind, Oblivion*)
- Lithtech (*F.E.A.R.*)

Programming/Scripting Languages & APIs:

- C/C++
- C#
- Visual Basic
- IBM Assembly
- PL/SQL
- SDL
- OpenGL
- Kismet
- Lua 5.1
- VBScript
- DoomScript
- UnrealScript

Asset Creation & Additional Software:

- 3DS Max 7
- Adobe Photoshop CS2
- Adobe Illustrator 10
- Adobe Premiere 6
- Microsoft Office 2003
- Microsoft Visual Studio 2005
- Perforce 4
- Subversion (Tortoise SVN 1.4.5)

Level Design Skills:

- BSP Manipulation & Texturing
- Gameplay & AI Scripting
- Design Documentation
- Level Lighting
- Gameplay Balance
- PC and Xbox 360 Optimization
- Low/Medium Poly Modeling
- UV Unwrapping & Texturing

GAME EXPERIENCE

Section 8 - TimeGate Studios

April 2008 - Present

Level Designer

- Created the Utah Crash Site map and took it through all phases of development, from initial sketches to PC and Xbox 360 optimization
- Implemented singleplayer campaign Kismet scripting for Utah Crash Site map
- Created Kismet scripting framework for use in singleplayer campaign variants of all shipped maps.
- Assisted other level designers in fixing a wide variety of Kismet scripting-related issues

Brothers in Arms: Hells Highway – **Gearbox Software**

June – August 2007

Level Design Intern

- Responsible for LOD/Skybox map creation, Kismet scripting, and general bug-fixing (~125 tasks and bugs resolved over three months)
- Created internal test maps and UI front-end used for testing various game functionality (weapons and AI)
- Scripted basic objective and waypoint systems in editor for three levels
- Cooked and tested Xbox 360 builds of levels for streaming/optimization purposes.

Duality – **The Guildhall at SMU**

August 2007 – March 2008

Level Designer / Programmer

- Master's Project-in-lieu-of-Thesis created in *Half-Life 2*
- Study in the use of a single basic level design for two separate gameplay types, Stealth and Action
- Added functionality to existing *Half-Life 2* code to create believable stealth gameplay
- Created two versions of the same level, each with the same BSP, but with differing light, enemy, and asset placement to produce best experience for each gameplay type

Déjà Vudu - **The Guildhall at SMU**

August 2007 – March 2008

Lead Level Designer (Team Size: 11; 7 Level Designers, 2 Artists, 2 Programmers)

- Adventure/Environmental Puzzle project for *Half-Life 2*
- Managed level designer work loads
- Created base BSP for half of first floor of haunted mansion
- Coded HUD elements for inventory, screen overlay, and in-game hint book using C++

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U.S.S. Heimdall – The Guildhall at SMU

March – June 2007

Level Designer

- Individual *Quake IV* level created for Directed Focus Study
- Created level (all BSP, texturing, lighting, and asset placement) that made use of complex scripted events using only *Quake IV* assets

A Visit to Black Marsh – The Guildhall at SMU

January – March 2007

Level Designer

- Project created for *The Elder Scrolls IV: Oblivion* using only in-game assets
- Created a new city with 15+ interiors, two dungeons, three quest-lines, 75+ lines of dialog, and custom scripts

Snowball Effect – The Guildhall at SMU

January – March 2007

Team Producer / Scripter (Team Size: 9; 5 Level Designers, 2 Artists, 2 Programmers)

- Team-based CTF-style project for *Unreal Tournament 2004*
- Handled overall team management and documentation updates
- Scripted eight of the mods eleven weapons, as well as the main menu and in-game menu GUI

The Guildhall at SMU

June 2006 – March 2008

Level Design Student

- Participated in multiple (~8) short term level design projects, both solo and with teams, using various engines
- Created text-based adventure game using C++
- Created 2D action game using Lua

Other Experience

Senior CS Project: Robotics Interface – Susquehanna University

September 2005 – June 2006

- Worked with a team of five Computer Science undergrads to create path-finding system for university-provided robot
- Created GUI for mapping out surrounding area based on robot sensor input using SDL and C++

Datatel

June - September 2005

Software Development Intern

- Fixed various bugs in *Colleague*, a database system for colleges/universities
- Added new or requested features to the system

Education

The Guildhall at Southern Methodist University

June 2006 - March 2008

Masters of Interactive Technology in Digital Game Development, Specialization: Level Design, Scripting.

GPA: 3.86

Susquehanna University

June 2002 - June 2006

Bachelor of Science in Computer Science, Minor in Mathematics

Graduated cum laude, GPA: 3.79