

# MARTIN BADOWSKY

## SENIOR DESIGNER

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MARTIN.BADOWSKY@GMAIL.COM  
WWW.THEBIGBADOWSKY.COM

### PERSONAL INFORMATION

- Nationality: *British*.
- Date of Birth: *9<sup>th</sup> September 1982*.
- Marital Status: *Married*.

### WORK EXPERIENCE

**Respawn Entertainment (EA)** Jan 2017 – Present

**Star Wars - Jedi: Fallen Order** – Senior Level Designer

- Designed, blocked out and shepherded half of the locations on the planet Zeffo from concept to final.
- Prototyped and created puzzle mechanics related to the Force Pull ability, and designed a level around them.

**The Coalition (Microsoft)** Jan 2015 – Dec 2016

**Gears of War 4** – Senior Level Designer

- Level designer on the levels that introduce the new enemy to the player half-way through the Campaign. One of these levels was shown behind closed doors at E3.
- Took levels from block out, through Art Passes, to final. Implemented scripted combat encounters, level streaming and bug-fixing throughout.
- Mentored Junior Designers, relaying standards and practices, and reviewing work.

**Guerrilla Games (Sony)** Nov 2009 – Dec 2014

**Horizon - Zero Dawn** – Senior Designer

- Designed and built out spaces in the open world to prove out new gameplay ideas.
- Designed and developed enemies from paper design to working with animators, to implementing and tuning in-engine.

**Killzone Shadow Fall** – Senior Level Designer

- Pitched, created and developed 2 of the 10 single-player missions, including one that was showcased during the PlayStation 4 reveal event.
- Prototyped new mechanics, weapons and enemies.
- Worked with telemetry data and playtest feedback to improve the experience.

**Killzone 3** – Senior Level Designer

- Took several Campaign levels from conception to completion, including one that was used to demonstrate a new mode for 3D televisions.
- Inherited levels that had had issues and multiple owners and brought those to the finish line, fixing numerous readability and high-level leading issues all the way down to re-scripting encounters, bug-fixing and polish.

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### Crytek Frankfurt

May 2009 – Oct 2009

#### Crysis 2 – Senior Level Designer

- Contributed to the single-player Campaign, taking a mission from paper design to Art Pass.
- Worked closely with the Design and Narrative Directors on establishing the bar for cinematic moments in the game.
- Mentored and supervised Junior Designers.
- Traveled to engine licensees to demonstrate and teach the Tools.

### Crytek Budapest

Nov 2007 – Apr 2009

#### Crysis Warhead – Senior Level Designer

- Responsible for 3 of the 7 single-player levels, completed in a short amount of time.
- Mentored new Designers and served as point of contact for new employees to learn the proprietary Toolset.

### Crytek Frankfurt

Oct 2005 – Oct 2007

#### Crysis – Level Designer

- Created and developed 2 of the 11 single-player levels.
- Implemented the in-game Cinematics for a large portion of the game.
- Wrote specification for, and tested, the Dialog system. Supported implementation of the Smart Object system.

## EDUCATION

- **University of Teesside** **2001 – 2004**
  - Ba (Hons) Computer Games Design.
- **John Leggott College** **1999 – 2001**
  - English, Computing, Media Studies A-Levels. Art AS-Level.
- **St. Bede's Secondary School** **1994 – 1999**
  - 11 GCSEs; 2 A\*s, 6 As, 3 Bs.

## TOOLS

- Unreal Engine 4, CryEngine, Valve Hammer Editor, DEdit (Talon/Jupiter), Halo PC Editing Kit (Sapien, Guerilla).
- Maya, 3dsMax.
- Adobe Photoshop.
- MS Office, Hansoft, JIRA, DevTrack.

## SKILLS

- Design, development and polish of levels. Fast learner, ability to pick up new tools and editors.
- Visual Scripting (e.g. UE4 Blueprint, CryEngine Flowgraph, Guerrilla Statemachine Editor).
- AI Navigation set up and maintenance.
- Optimization and awareness of performance requirements.
- Design Document writing.
- Teamwork and Communication.
- Ability to self-schedule and prioritize to meet deadlines. Problem-solving skills.
- Mentoring.