



# William Biedrzycki

Game Designer / Level Designer / Technical Artist

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WilliamGameDesigner.com

## Education

The Art Institute of Tampa (Tampa, FL) 2012  
Bachelor of Fine Arts in Game Art and Design

## Skills

- Adaptive critical thinking and problem solving skills.
- Effective utilization of programming languages to create functional products.
- Extensive knowledge of game engines and their pipeline workflow.
- Advanced grasp of 3D modeling applications.
- Able to efficiently unwrap 3-Dimensional objects optimally for game engines.
- Ability to develop engaging and unique game design concepts.
- Integration of psychology to level design and game mechanics.

## Software

- |                              |                 |
|------------------------------|-----------------|
| ○ 3DSMax                     | ○ Photoshop     |
| ○ Maya                       | ○ Flash         |
| ○ Unity (Pro)                | ○ Illustrator   |
| ○ UT3/Unreal Development Kit | ○ Premiere      |
| ○ CryEngine                  | ○ After Effects |
| ○ ZBrush                     | ○ Soundbooth    |

## Coding Languages

- |                 |            |
|-----------------|------------|
| ○ Java          | ○ C#/C++   |
| ○ Action Script | ○ HTML/CSS |

## Industry Experience

Level Designer March 2012 – June 2012  
*Solvent Studios*  
Map Layout Design / Level Design / Post Processing / Coding / Importing & Compilation

Level Designer / Particle Effects Specialist Aug 2011 – Feb 2012  
*Enigma Games*  
Asset Placement / Post Processing / Map Layout Design / Particle Effects / Coding / Importing & Compilation

Graphic Designer Apr 2009 – July 2009  
*Vern Studios*  
Digital Compositing / Image Cleanup