MARKO TURZYNSKI

WORLD DESIGNER

📱 **(+46) 705-33 63 38**   📍 **Stockholm, Sweden**

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1990/08 /30

EDUCATION

FUTUREGAMES | 2018-2020
Game Design

Developed a core competence in game development by working together with other students from various disciplines on game projects and tasks. Learning from industry professionals, and teachers from leading companies in the industry.

UDEMY | 2017
Course: C++

C++ course building games inside **Unreal.**

PLURALSIGHT | 2017
Course: C++

C++ course learning the **fundamentals.**

SKILLS

Language

Swedish, Polish, English

Game Engine

- Unreal Engine
- Unity Engine
- Apex Engine

Software

- Photoshop
- Visual Studio

Programming

- C++
- C#
- Blueprints

Source Control

- GitHub
- Perforce
- Sourcetree

GAME PROJECTS

CONTRABAND | 2020 - Currently
World Design | Avalanche Studios Group

My various tasks are blocking out levels and locations to allow for a 360 approach; working on location layouts through blockout, terrain, and road planning;
planning location and content distribution on the world map.

MOMENTUM | 2019
Level Design | FutureGames

I created the overarching level design for the game, iterating with 2D sketches and later transferring those sketches into blockout in the engine. I worked together with the other designers, iterating on the level layouts, and making sure that they worked with the gameplay. I made sure that we had consistent player guidance throughout the game.

NOT A PLANT | 2019
Level Design & Gameplay design | FutureGames

I focused on gameplay design, scripting & level design. Together with the other designers, 2D artist, art and programers we iterated on the gameplay, how it looks, feels what we needed for things to work. Later on I had a more prominent role working together with art and design when doing the levels for the game.

BALLUNATICS | 2018
Gameplay scripter & design | FutureGames

I worked as a gameplay scripter during the project. I iterated with the other designers on prototypes to find our gameplay. Together we also worked on the level design on how to convey progression to the player.

WORK EXPERIENCE

World Designer - Avalanche Studios| 2020-currently
Currently working as a World Designer on Avalanches Studios latest announced AAA title.

Teacher - Tekniska | 2018-2019

A Part-time job teaching Unreal Engine and scripting to young teenagers together with two classmates from Futuregames.

Cook | 2008-2018

I have worked as a head chef/cook, leading a kitchen, planning work structure, menus and work hours. As a Chef I learnt to work with different groups of people, high communication, handling stress and various ways of creative thinking.

🌐 **Marcoturzynski.com**