

Marco Turzynski

WORLD. LEVEL. DESIGN.

EXPERIENCE



Experienced World & Level Designer

2021 - 2025

Avalanche Studios Group, Stockholm

Contraband

- Design, blockout, and iterate on locations with a 360 perspective.
- Led core gameplay locations from early stage to internal delivery.
- Identified and communicated dependencies with multiple teams and proposed ways to tackle them, that was helpful for everyone involved.
- Design, scripted and created gameplay features & events.
- Design and plan content distribution, blockout of infrastructure, sculpt terrain, design and build road networks.



Associate World Designer

2020-2021

Avalanche Studios Group, Stockholm

Contraband

- Design, blockout of infrastructure, sculpt terrain and build road networks.
- Plan, blockout and iterate on level design location.
- Prototyping world events.



Game Design Teacher

2018-2019

Tecniska Museet, Stockholm

- Worked together with two colleagues where we planned out scripting courses for teenagers and how to implement what they had learnt to create a whole game.

EDUCATION



Game Designer Program

2018-2020

Futuregames, Stockholm

- Higher Vocational Education in Game Design where I collaborate with disciplines of; programmers, 2D, 3D artists, and other designers on various projects.
- Rapid prototyping, narrative design, user experience, level design, scripting in various engines, and agile - scrum.

SOFTWARE SKILLS



Unreal Engine



Blueprints



Apex Engine



World Creator



Perforce



GitHub



Blender



Unity Engine



Unity C#



Godot



Visual Studios



Miro



Figma



Photoshop

Contact



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Stockholm, Sweden

SKILLS

Design

Level Design
World Design
Encounter Design
Rapid Prototyping
Terrain Sculpting

Communication

Open Collaboration
Proactive problem-solving
Mentoring

LANGUAGES

Swedish	Native Proficiency
English	Fluent Proficiency
Polish	Bilingual Proficiency