

MARKO TURZYNSKI

World Designer



marcoturzynski.com



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Stockholm, Sweden

SKILLS



EXPERIENCE



Experienced World/Level Designer

Fulltime, 2021-present
Avalanche, Stockholm

Contraband

- Blockout infrastructure, sculpt terrain and create road network for larger locations in the world.
- Plan, blockout, and iterate on level design location with a 360 perspective and make sure they overlap well with the remaining world so that approaching them from various ways would facilitate enough information to the player.
- Communicate dependencies and problems with various teams and how we could potentially tackle them in an efficient way that was helpful for everyone involved..
- Scripting level events/assets and making them into entities for others to use.
- Planning out the early stage of content distribution throughout our world so we could better understand the scale.



Associate World Designer

Fulltime, 2020-2021
Avalanche, Stockholm

Contraband

- Plan and blockout infrastructure for locations, sculpt terrain and create road network in and out of locations.
- Plan, blockout and iterate on level design location.
- Prototyping gameplay events.



Game Design Teacher

Part time, 2018-2019
Tekniska Museet, Stockholm

- Plan together with my colleague the course that we would teach to young teenager on how to script in Unreal Engine and how to use what we taught in various scenarios.



Chef

2008-2018
Sweden

- 10 years in the restaurant industry working at various restaurants and ships. As Well as various positions such as, sous chef and head chef.
- Planning menus, provisions, planning work hours for colleagues.
- Communicate with various teams in preparation for larger sittings and events.

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SKILLS



EDUCATION



Game Projects (5)

2018-2020, 2-9 weeks duration
FutureGames, Stockholm

Game Projects

- Design, and script gameplay mechanics/events and iterate on them until completion.
- Discuss and plan design approach with various teams to plan out dependencies and see what would be possible and not, and structure tasks using agile scrum.
- Create the 2D sketch for the level design, blocking it out and iterating on the blockout until completion.



Game Design

2018-2020
FutureGames, Stockholm

Game Design

- Higher Vocational Education Diploma in Game Design.
- Collaborate with other disciplines; 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. Learning how to implement the knowledge learned in various scenarios and using them in our game projects.