

JOB SKILLS:

- Designing, creating and scripting a level with Valve Hammer Editor;
- Compilation and conversion knowledge to various Source engine formats;
- Ability to create levels based on concept art;
- Creating high and low poly models for game or mod, including UVmapping;
- Texture creation of diffuse and specular map with bumpmaps;
- Ability to rig and animate created models;
- Experience in game testing, finding and reporting bugs in special tools (All Points Bulletin, Kicks Online BETA, Silkroad Online, Rakion, Gunz The Duel BETA);
- Creating simple sites in PHP and CSS language (created forum script);

AWARDS:

- III place in Movment Contest sponsored by l4dmaps.com (2013);
- III rewards in Halloween contest sponsored by gamemaps.com (2014);

SOFTWARE SKILLS:

- Advance: Valve Hammer Editor, kHed, Adobe Photoshop, Studio Compiler, VTF Edit
- Basic: Milkshape 3D(animations), Unity3D, SSbump Generator

WORK EXPERIENCE:

2008 – present

Freelance for hire

Two maps made for a youtube user

Contribution in Helms Deep Reborn map

Models and textures made for various mappers

Active participation in contests

Created own forum script in PHP and CSS

EDUCATION:

2006 - 2008 Post-secondary School of Informatics and the Internet for Adults

Society for Banking Education S.A.

Obtained title: *Computer Technician*

ADDITIONAL INFORMATION:

- Native language: Polish;
- Second language: English(advance);
- Hobby: films, computer games, game development, web design, creating maps and mods for Source engine (active participation in contests).