

MARTIN BADOWSKY

LEVEL DESIGNER

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PERSONAL INFORMATION

- Nationality: British.
- Date of Birth: 9th September 1982.
- Marital Status: Married.

WORK EXPERIENCE

The Coalition (Microsoft Studios) Jan 2015 - Present

Gears of War 4 – Senior Level Designer

- Created and developed single-player campaign levels.

Guerrilla Games (Sony) Nov 2009 – Dec 2014

Horizon: Zero Dawn – Senior Designer

- Prototyped and designed gameplay spaces in the open world.
- Designed and developed enemies.

Killzone Shadow Fall – Senior Level Designer

- Pitched, created and developed single-player levels.
- Prototyped mechanics, weapons and enemies.

Killzone 3 – Senior Level Designer

- Created and developed single-player levels.

Crytek Frankfurt May 2009 – Oct 2009

Crysis 2 – Senior Level Designer

- Created and developed single-player levels.
- Mentored and supervised junior designers.
- Traveled to potential engine licensees to demonstrate and teach the tools.

Crytek Budapest Nov 2007 – Apr 2009

Crysis Warhead – Senior Level Designer

- Created and developed single-player levels.

Crytek Frankfurt Oct 2005 – Oct 2007

Crysis – Level Designer

- Created and developed single-player levels.
- Assisted on in-game Cinematics.
- Helped design and test Dialog system and Smart Object system.

EDUCATION

- **University of Teesside**
 - Ba (Hons) Computer Games Design.
- **John Leggott College**
 - English, Computing, Media Studies A-Levels. Art AS-Level.
- **St. Bede's Secondary School**
 - 11 GCSEs; 2 A*s, 6 As, 3 Bs.

TOOLS

- Unreal Engine 4, CryEngine, Valve Hammer Editor, DEdit (Talon/Jupiter), Halo PC Editing Kit (Sapien, Guerilla).
- Maya, 3dsMax.
- Adobe Photoshop.
- MS Office, Hansoft, JIRA, DevTrack.

SKILLS

- Design, development and polish of levels.
- Visual Scripting (e.g. UE4 Blueprint, CryEngine Flowgraph, Guerrilla Statemachine Editor).
- Fast learner, ability to pick up new tools and editors.
- AI Navigation set up and maintenance.
- Optimization and awareness of performance requirements.
- Design Document writing.
- Teamwork and Communication.
- Ability to self-schedule and prioritize to meet deadlines.
- Problem-solving skills.
- Mentoring.