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(413) 636-1672

 johnaslorika

## SKILLS

**Design:** Single Player, Multiplayer, Lighting, Encounters, BSP, AI Pathing, Prototyping, Terrain, Documentation, Scrum  
**Editors:** Unreal, Hammer (Source), Creation Kit, Unity  
**Scripting:** Unreal Kismet, UnrealScript, C#, Lua, Hammer I/O, Papyrus  
**Art:** Material Creation (UDK), Shaders (Unity)  
**Additional:** 3DS Max 2013, Photoshop CS6, Sketchup, Audacity, HTML/CSS, Perforce, Sketchup

## GAME EXPERIENCE

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Team of 15      Game Designer      *Hymn of the Sands – Isometric Action RPG* – UDK      July 2013 - Dec. 2013 (6 Months)

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- Worked with artists, programmers and level designers to maintain a cohesive vision for the game
- Created two four stage boss encounters and assisted other designers on three additional bosses
- Balanced seven abilities, four basic enemy types (scarab, mummy, guardian, and serpent), and health drops
- Selected for Intel University Games Showcase at GDC 2014

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Team of 9      Lead Level Designer      *Mushees! – CTF Mod* – UDK      Jan. 2013 – May 2013 (5 Months)

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- Coordinated level design department of 4 designers
- Laid out level geometry, weapon placement and gameplay flow
- Created scripted sequences for spaceship battle which served as powerup delivery

## LEVEL DESIGN EXPERIENCE

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*Profane Awakening – Skyrim* – Creation Kit      Feb. 2014 - Apr. 2014 (3 Months)

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- Created a complete quest line with three distinct rewards catering to three main play styles of Skyrim
- Constructed two interiors and an exterior with over an hour of gameplay
- Implemented two new puzzles
- Scripted a mini-boss and a multi-stage boss encounter
- Added three new abilities

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*Vestige – Gears of War* – UDK      Jan. 2013 – March 2013 (3 Months)

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- Imported assets and constructed materials from UT3 and EVE Online to give a unique, sci-fi look
- Created a fully-functional spaceship control system in Gears of War
- Implemented waves of hazards and ship and gun emplacement enemies for the player to overcome

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*Gordon Madness – Half Life 2* – Hammer      Sept. 2013 – Oct. 2013 (2 Months)

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- Recreated the classic arcade game *Marble Madness* in Half Life 2
- Created a tutorial stage and two advanced stages to showcase the new gameplay
- Implemented a timing system that allowed players to compete for the fastest time



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## PROFESSIONAL EXPERIENCE

Cyalume Technologies – Programmer Analyst

Nov 2005 – August 2012

- Managed IT department of 3
- Implemented new Enterprise Resource Planning (ERP) system
- Maintained, upgraded, and supported IT systems in a multisite environment
- Created desktop and web applications to support the IT department and manufacturing environment

## EDUCATION

**Southern Methodist University (SMU), Plano, TX**

August 2012 – May 2014

The Guildhall – Master of Interactive Technology in Digital Game Development – Level Design Concentration

**Western New England University, Springfield, MA**

2005

Bachelor of Science, Computer Science