Paul Kankiewicz

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Job Experience

Ally Productions LLC – Kirkland, WA. Owner/Wearer-of-Many-Hats (Aug 2023 – Current)
- **Projects:**
  - Currently working on **Grapplers: Relic Rivals** - A 2D PVP platformer with grappling hooks.
- **Job Duties and Accomplishments:**
  - Created a 2D PVP game from the ground up as a solo dev. Designed and implemented the game from the ground up.
  - Directed artist and sound designer to create cohesive, high quality assets.
  - Founded Ally Productions LLC.

BioWare – Alberta, Canada (Remote). Senior Technical Designer (September 2021 – July 2023)
- **Projects:**
  - Worked on **Dragon Age: Dreadwolf** (Not released yet).
- **Job Duties and Accomplishments:**
  - Owned the building block (BB) creation pipeline. Took up the mantle of lead of the BB team due to TD departures. Directed and mentored junior TDs. Ran content reviews and meetings. Conducted interviews to rebuild the TD team and onboarded new hires.
  - Inherited, maintained, and pushed the following systems forward: Interaction system, BB persistence (Save/load), BB streaming, BB telemetry.
  - Created dozens of new BBs, including the main suite of follower ping interactables.
  - Worked with the build pipeline team to get build times and automated submission errors improved for the whole team.
  - Worked closely with level designers to answer questions they had about content setups or bugs, helped debug their missions, and communicated out major BB changes.
  - Created shared logic prefabs to improve various workflows:
    - A data splitter to help TDs with persistence setups.
    - A way to store the material that characters are interacting with so the audio team could play different sounds.
    - A shared way to enable/disable various player inputs (Run, jump, etc).

Monolith – Washington. Senior Game Designer (March 2020 – April 2021), Game Designer (September 2017 - March, 2020), Associate Game Designer (July 2014 - September 2017)
- **Projects:**
  - Worked on an unannounced project. Developed a procedurally generated roguelike activity in a 3D action game from the ground up. Designed and implemented missions using a database-based quest manager and proprietary streaming tech.
  - Shipped **Hogwarts Legacy** (PC, PS5, Xbox Series X, Switch. 2023). Implemented main and side missions in Unreal Engine. Worked remotely with Avalanche Software.
  - Shipped **Middle-earth: Shadow of War** and associated DLCs (PC, PS4, Xbox One. 2017 - 2018)
    - Main game, Blade of Galadriel, Desolation of Mordor.
  - Shipped **Middle-earth: Shadow of Mordor** and associated DLCs (PC, PS4, Xbox One. 2014 - 2015)
    - Main game, Lord of the Hunt, The Bright Lord.
- **Job Duties and Accomplishments:**
  - Was the sole designer responsible for the free demo of **Middle-earth: Shadow of War**.

- Was the sole designer responsible for designing and building a procedurally generated roguelike activity in a 3D action game from the ground up.
- Worked with engineers to help build and refine new tools for mission creation.
- Created dozens of prefabs, including a mission skeleton prefab that was shared between several missions to increase efficiency, share content, and reduce bugs.
- Designed and scripted scores of main and side missions from concept to completion.
- Designed, implemented, and placed gameplay collectibles: Shelob perspective puzzles/memories, Ithildin riddle doors, and Gondorian artifacts.
- Watched usability playtests and fine-tuned missions according to playtest feedback.
- Prototyped many new designs and mechanics.
- Pioneered an innovative way of tracking mission dependencies.
- Received multiple promotions after demonstrating my ability to design, implement, and maintain scores of high-quality main and side missions.

Technical Skills

Languages
- Fluent in: Monolith's proprietary Lua-based scripting language, Frostbite's visual scripting language, C/C++, GameMaker Studio 2's GML scripting language.
- Basic knowledge of: Unreal Engine, and C# in Unity.
- Extremely confident in ability to quickly pick up and master new languages and tools.

Tools Used
- Frostbite, including its visual scripting editor, client/server architecture, and timeline manager.
- Monolith's proprietary tools: 3D world editor, Lua-based script editor, database quest manager, game database editor, string database editor, and various debugging tools (Including IMGUI).
- Unreal Engine, Unity, and GameMaker Studio 2. Used blueprints, C#, and GML, respectively, for scripting/gameplay logic.
- Perforce for source control. JIRA, Trello, and Bugzilla for project management. Confluence for documentation.

Miscellaneous

- Other shipped titles: **Guardians of Middle-earth** (QA), **Lollipop Chainsaw** (QA), **Lord of the Rings: War in the North** (QA), **Sesame Street: Once Upon a Monster** (QA), **Rock Band 3** (QA), **Viva Piñata 2: Trouble in Paradise** (QA).
- **Open Ocean** (Solo project, 2019, PC). Designed, implemented, and shipped a solo indie project in GameMaker Studio 2. Released on Steam and itch.io. Scripted objects and behavior in GML.
- Eagle rank in Boy Scouts of America.
- 37% Unplayed podcast: We play games and talk about their design, similar to a book club.
- 30+ years of gaming experience across all major genres and most platforms.

Education

DigiPen Institute of Technology – Redmond, WA. Class of 2011
- Bachelor of Science in Computer Science in Real-Time Interactive Simulation (Video game programming).