



ERIC CHOCHOLACEK

LEVEL DESIGNER

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OBJECTIVE

To obtain full-time employment as a creative professional and work alongside other passionate, hardworking creators that push each other to create the greatest game possible. Creating fun and engaging level and game designs that showcase the efforts of my teammates.



SKILLS

- Unreal Engine 4 & 5
- Maya (Blockmesh Environments/Props)
- Visual Scripting (Blueprints, “Flow” subsystem)
- Deep understanding of Level Design principles and best practices
- Level Blockout and Continuous Iteration
- Understanding of 3D Space Composition
- Environment Creation (landscapes, prop placement, foliage painting, etc)
- Self-starter
- Source Control Software (Perforce)
- Strong Communication/Collaboration
- Organized documentation creation and maintenance
- Problem Solving and Critical Thinking
- Agile/Scrum Methodologies
- Task and Time Management (w/JIRA & Notion)



PROFESSIONAL EXPERIENCE

Level Designer – “Infinitesimals” | Cubit Studios - *Freelance*

AUGUST 2022 – PRESENT (2YRS 8MOS)

- Block-out an open-world with varied zones/regions that are fun to traverse, intuitive to navigate, and **fulfill goals** set by the game’s design, narrative, and technical requirements
- Design and iterate **gameplay encounters that support multiple playstyles** to offer creative and engaging ways for players to interact with the game
- Craft **campaign missions** and **open world activities** using the environment, core gameplay mechanics, characters, and rewards to provide players with **varied and thrilling content**
- **Collaborate** with other disciplines to imagine and build **immersive environments**, identify required assets for world-building, and deliver a **high-quality player experience**
- **Iterate on designs** based on feedback received in playtests and team member reviews
- Create and manage Level Design team’s tasks and design documentation within Notion
- Provide **qualitative and constructive feedback** on all aspects of the game

Associate Quality Designer | Electronic Arts (EA)

NOVEMBER 2018 – AUGUST 2022 (3YRS 10MOS)

- Identifying, proposing and implementing viable process and measurement solutions within team.
- Responsible for defining a submission process and working with multiple external partners to ensure subsequent launches (patches) were released without issue.
- Keeping stakeholders aware of the overall quality of the product by conducting competitive comparisons and examining the product from an end-user perspective.

QA Development Support | VMC Contractor @ Electronic Arts (EA)

JULY 2017 – NOVEMBER 2018 (1YR 5MOS)

- Supporting development of a console app from conceptualization to launch while in an embedded QA role.
- Providing qualitative feedback regarding the product.

Test Coordinator | VMC Montreal (a Keywords Studio)

OCTOBER 2015 – JULY 2017 (1YR 10MOS)

- Creating and maintaining extensive gameplay design documents for QA purpose.
- Mentoring new team members in regards to proper protocols and practices.
- Participating in staffing plans related to the QA Lead's project(s) and being responsible for day-to-day coaching and evaluation of testers on the team.

Functional QA Tester | VMC Montreal (a Keywords Studio)

JUNE 2014 – OCTOBER 2015 (1YR 5 MOS)

- Locating and writing bug reports pertaining to single and multiplayer functionality, balancing, performance, exploits, visual appeal, and overall entertainment level.
- Developing a strong understanding testing procedures and practices on all major platforms (PlayStation 4, Xbox One, PC)



INDEPENDENT/PERSONAL EXPERIENCE

Game/Level Designer – “Split/Edit” | Personal/Portfolio Project

DECEMBER 2019 – PRESENT

- Blocked initial level layout and iterated by placing props, meshes, particle effects, and situational triggers to compose a unique horror experience.
- Worked closely with a passionate writer to create an immersive world and story that could be told through environmental storytelling methods.
- Created a believable space with steady pacing to provide ample build-up of tension for horror events such as jump scares.
- Designed and implemented unique enemy AI that utilize behavior trees to stalk and attack the player character.

Game/Level Designer – “Project Purgatory” | Koan Studios

JUNE 2018 – NOVEMBER 2018 (6MOS)

- Designed core game mechanics and design pillars, ensuring that any future designs were in-line with the project's design pillars to create a fun and cohesive game.
- Created and maintained the game design and level design document(s) that all disciplines of the team worked from.
- Collaborating with Narrative, Concept, and Art teams to design unique spaces within levels that help tell the game's story

Level Designer – “Left Behind” & “Fortune” | DreamForge Studios

SEPTEMBER 2017 – JUNE 2018 (11MOS)

- Blocked out a large interior space that supports **multiple goals and gameplay experiences** to increase replay value of the level.
- Provided **qualitative and constructive feedback** to the artists and writers throughout pre-production and first deliverable phases of development.
- **Constantly iterated** based on playtest feedback from the team.



EDUCATION

Level Design for Games | CG Master Academy (CGMA)

APRIL 2021 – JULY 2021 (2.5MOS)

- Trained in **Level Design Theory and Processes, Game Design Theory, Shape Composition, Architecture, Player Psychology** and how to utilize them to craft immersive and intriguing spaces to surprise Players.

Game Art and Design | The Art Institute of Vancouver

OCTOBER 2012 – MARCH 2014 (1YR 6MOS)

- Trained in **Game Design, Level Design, Game Audio, Documentation best practices, 3D Art, and Project Management** during an accelerated program completed in 6 quarters.