

NICHOLAS STARACEK

LEVEL & ENVIRONMENT DESIGNER

www.nicholas-staracek.com

ABOUT ME

Hi! I'm an Australian Game Designer. I'm an extremely motivated and highly coachable individual, who's constantly looking to develop new skills and industry knowledge. I really want to grow professionally as a creative Level and Environment Designer as part of a skilled, established team.

CONTACT

 (+61) 0448 862 228

 nic.staracek@gmail.com

 Australia - Open to relocation options.

EDUCATION

SAE Institute QANTM

FEBRUARY 2015 - AUGUST 2017 (2 YRS 6 MONTHS)
Bachelor of Games Development (Design)

Griffith University

MARCH 2014 - AUGUST 2014 (6 MONTHS)
Bachelor of Psychological Science

CG 3D Masters Academy

FEB 2018 - MAY 2018 (3 MONTHS)
Level Design for Games
The Art of Lighting for Games

REFERENCES

Morgan Jaffit - Co-founder of Defiant Dev
Ph: On Inquiry | morgan@defiantdev.com

Iain Mcmanus - Lecturer at SAE Institute
Ph: On Inquiry | i.mcmanus@sae.edu

Tony Parmenter - Lecturer at SAE Institute
Ph: On Inquiry | t.parmenter@sae.edu

DEV EXPERIENCE

Hand of Fate 2 - Defiant Development (Industry)

Q3 2017 - Q4 2017


As a Junior Designer at Defiant Development, I was responsible for a range of different areas that contributed to the whole HoF2 project. I worked closely with Design, Audio, Animation, QA and Programming teams on core components of the HoF 2 project. Hand of Fate 2 was shipped on November 7th, 2017. It has been awarded Game of the Year at the 2017 AGDA (Australian Game Developer Awards).


G.I.A.N.T.S. - Capstone Project at SAE Institute

Q1 2017 - Q3 2017


As Project Lead I was responsible for directing our development team of 10 over our 6 month production cycle. As Lead Designer I was responsible for all aspects of the games Level design, Environment design, Puzzle design, and UX design.


SKILLS & SOFTWARE (WORKING KNOWLEDGE)

Unity 2017 


Maya 2017 

Microsoft Office/ Google Drive 


Slack/ Trello 


Unreal Engine 4 


Unreal Blueprints Scripting 


C# understanding 


Tortoise SVN/ SourceTree 

Substance Suite 

Quixel SUITE 

3DS Max 2017 

Adobe Photoshop 

Fusion 8 & Nuke Studio 

High attention to detail

Highly motivated & self driven

Strong work ethic

Reliable, Versatile, and Enthusiastic

Strong team player

High communication skills