

HARRY LUCK – GAME/LEVEL/WORLD DESIGNER

SKILLS

- Unreal Engine / high level of expertise with blueprint and modular construction and environment/world building
- Unity / medium-high level of expertise
- 3DS Max / used since first version, high level of expertise
- Photoshop / used since version 3, high level of expertise
- Other engines: Cryengine / flowgraph and general world building, Hammer / level construction and basic scripting, Creation Kit / world building and scripting
- Ability to learn 1st and 3rd party development tools and processes quickly and efficiently
- Excellent written documentation for various areas of development, from tutorials to game and tool systems
- Ability to work closely and cohesively with a team and develop ideas from concept to finished article

VECTOR NORTH (CZECH REPUBLIC) – 2024-2025

Lead Level Designer – UNANNOUNCED PROJECT

- Preparing and instating workflows and pipelines for level and world design
- Collaborating with Tech and Art to establish solid tools and processes
- High level design and documentation on world structure and design principles
- Creating prototype and playground levels for game systems and level testing
- Built, designed and maintained multiple game levels and worlds

SELF EMPLOYED CONTRACTOR (AUSTRIA/FRANCE) – 2020+

Designer/Consultant - VARIOUS PROJECTS

- Assisted in redeveloping the game world and consulted on Level Design for **Point Blank Games** (Stray Blade)
- Worked to redefine the core game pillars and game direction as well as Map Building for **Tea for Two** (Snowtopia)
- Established working methodologies, character 3C's and world map for **VistaVenus** (VistaVenus)
- Professor of Level Design for 4th and 5th year students at ECV (Bordeaux)
- World and Technical Design for Metaverse / VR project (Shib)

BLACK FLAG STUDIOS (FRANCE) – 2020-2022

Game/Level/World Designer - ORPHAN AGE

- Redesigned core game systems from the ground up (including: interactive object system, character actions and interactions)
- Designed, Blocked out and Populated the Orphanage Scene for the MVP
- Designed and developed tools (with Devs) for building modular scenes and core methodologies that would work with procedural workflows
- Established the world generation rules for each aspect of the game (what is procedural, parameters, user data etc.)
- Developed the core gameplay loop for Expeditions
- Generated initial blockout meshes and workflows for modular objects, buildings, prefabs for all aspects of building the world
- Created the visual language documentation to ensure consistency and continuity for the world and interactable objects

BONGFISH (AUSTRIA) – 2018-2020

Senior Designer - UNANNOUNCED PROJECT

- Prototyping 3C's (camera, controls, character) for new project in UE4 from ground up
- Creating core High-Level design documentation for core concepts, gameplay mechanics and game modes.
- Additionally, worked on two maps for World of Tanks

SUMO DIGITAL (UK) – 2016-2018

Lead World Designer - DEAD ISLAND 2

- Creative Briefs and High-Level World Design documentation for project world direction
- Working directly with directors and publisher to ensure project alignment across all areas of development
- Working directly with production to establish schedule and high-level roadmap goals, including milestone objectives and task generation
- Creation of initial game worlds and test worlds and initiative to produce core generic systems to make production and managing our worlds more efficient and easier
- Building and leading a small team of world designers and overseeing quality and consistency for production of all world regions
- Establishing efficient and effective pipelines for all areas of Level/World Design

UBISOFT (SINGAPORE) – 2012-2016

Senior World Designer - SKULL & BONES

- Directed for all world building co-ordination and production priorities for over a year
 - Groundwork on key LD systems using modular and systemic methods for world building, event and gameplay distribution
 - Creation of initial game worlds and test worlds for prototyping and devtests
 - Creative briefs and presentations for several areas of game and level design
 - Tutorials and onboarding materials, training and presentations
- Senior Level Designer - ASSASSINS CREED IV: Black FLAG

Prototyped and designed Fort Gameplay, naval and ground

- Established systems for ensuring easy replication and instancing of Forts around the world
- Led a small team of 8 people to design, build and integrate 11 Forts in the Caribbean Sea
- Collaborated with Montreal to ensure design and difficulty balance in the Caribbean Sea

YAGER (GERMANY) - 2011

Senior Game and Level Design - SECRET PROJECT

ILLFONIC (USA) – 2010

Senior Game and Level Designer – NEXUIZ

ZIPPER INTERACTIVE (USA) - 2007

Senior Level Designer – M.A.G

Senior Level Designer – SOCOM 4

LUXOFLUX (USA) - 2006

Senior Designer – KUNG-FU PANDA

UBISOFT (CANADA) - 2004

Game Designer – NARUTO: RISE OF A NINJA

Senior Level Designer – KING KONG

CONFOUNDING FACTOR (UK) – 2000

Level Artist and Designer - GALLEON

SALES CURVE INTERACTIVE (UK) - 1995

Art and Level Design – XS, FATAL DOMAIN

QA Technician – KINGDOM OF MAGIC, GENDER WARS