

Paul Kankiewicz

Kirkland, WA 98034
Phone: (602) 421-1159
Paul.Kankiewicz@Gmail.com

<https://www.paulkankiewicz.com/my-portfolio>

TOOLS

- Frostbite - Visual scripting editor, timelines, client/server architecture
- Monolith's proprietary tools - Lua-based scripting, database quest manager, IMGUI debugging
- Unreal Engine – Blueprints and timelines
- C/C++
- GameMaker Studio 2 – JavaScript-based text scripting, finite state machines, gameplay logic
- Streaming systems and optimization
- Perforce, JIRA, Confluence, LocalizeDirect, Trello

SKILLS

- Scripting – Text and visual
- Technical design
- Mission design
- Systems design
- Leadership and mentoring
- Communication
- Procedural generation
- Collaboration and team building
- Rapid prototyping
- Playtesting and iteration

JOB EXPERIENCE

Ally Productions – Kirkland, WA. Indie Dev/Founder/Wearer-of-Many-Hats (Aug 2023 – Current)

- **Projects:**
 - Shipped **Grapplers: Relic Rivals** (PC. 2024).
- **Job Duties and Accomplishments:**
 - Created a local multiplayer PVP game as a solo dev in 8 months. Designed and implemented the game from concept to completion.
 - Contracted and directed artist and sound designer to create cohesive, high quality assets.
 - Founded Ally Productions.

BioWare – Alberta, Canada (Remote). Technical Design Lead (September 2021 – July 2023)

- **Projects:**
 - Shipped **Dragon Age: The Veilguard** (PC, PS5, Xbox Series X/S. 2024).
- **Job Duties and Accomplishments:**
 - Owned the building block (BB)/interactable creation pipeline, as well as the interaction system, BB persistence (Save/load), BB streaming, and BB telemetry.
 - Stepped up as lead of the BB team after TD departures. Conducted interviews, onboarded new hires, directed junior TDs, and ran review meetings.
 - Created roughly 40 new BBs, including the full suite of follower ping interactables.
 - Worked with the build pipeline team to get build times and automated submission errors improved for the whole team.
 - Created shared logic prefabs to improve various workflows.

Monolith – Washington. Senior Game Designer (March 2020 – April 2021), Game Designer (September 2017 - March, 2020), Associate Game Designer (July 2014 - September 2017)

- **Projects:**
 - Shipped **Hogwarts Legacy** (PC, PS5, Xbox Series X, Switch. 2023)
 - 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.
- 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 streaming tech.
- **Job Duties and Accomplishments:**
 - Was the sole designer responsible for the free demo of **Middle-earth: Shadow of War**.
 - Worked with engineers to help build and refine new tools for mission creation.
 - 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.
 - Created dozens of prefabs, including a mission skeleton prefab that was shared between several missions to increase efficiency, share content, and reduce bugs.
 - Pioneered an innovative way of tracking mission dependencies.
 - Received multiple promotions after demonstrating my ability to design, implement, and maintain many high-quality main and side missions.

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 small solo indie project with a big environmental message. Released on Steam. Scripted objects and behavior in GML.
- 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.
- Eagle rank in Boy Scouts of America.

EDUCATION

DigiPen Institute of Technology – Redmond, WA. Class of 2011

- Bachelor of Science in Computer Science in Real-Time Interactive Simulation (Video game programming).