Paul Kankiewicz

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Projects

Middle-earth: Shadow of War DLC (Monolith, 2018)

Role: Game Designer. Designed and scripted several main and side missions for the **Blade of Galadriel** and **Desolation of Mordor** DLC from concept to completion. Implemented hints, tutorials, Appendices, and Guide. Designed and implemented the free demo.

Middle-earth: Shadow of War (Monolith, 2017)

Role: Game Designer. Designed and scripted several main and side missions from concept to completion. Designed and implemented all collectibles and Appendices.

Middle-earth: Shadow of Mordor DLC (Monolith, 2015)

Role: Associate Game Designer. Designed and scripted side missions for the **Lord of the Hunt** and **The Bright Lord** DLC from concept to completion. Placed lore collectibles.

Middle-earth: Shadow of Mordor (Monolith/WB Games through Volt, 2014)

Role: Design Production Assistant. Worked on numerous areas of the game, including hints and tutorials, economy/upgrades, and battle reports. Also had a minor impact in numerous other areas of the game, including mission design, collectible placement, and ambient animations.

QA - Titles Tested:

Middle-earth: Shadow of Mordor (Monolith/WB Games, 2014), **Guardians of Middle-earth** (Monolith/WB Games, 2012), **Lollipop Chainsaw** (WB Games, 2012), **Sesame Street: Once Upon a Monster** (WB Games, 2011), **Rock Band 3** (Foundation 9 Entertainment, 2010), **Viva Piñata 2: Trouble in Paradise** (Microsoft through Excell Data, 2008).

Job Experience

Monolith - Washington, Designer (September 2017 - Current), Associate Game Designer (July 2014 - September 2017)

- Working on an unannounced project. Prototyping and paper designing different systems.
- Worked on **Middle-earth: Shadow of War** for the PC, PS4, Xbox One.
- Designed and scripted several main and side missions from concept to completion. Designed and implemented all collectibles and Appendices. Created several prefabs, including a mission skeleton prefab that was shared between several missions to increase efficiency and share script. Prototyped many new game designs. Trained new mission designers. Worked with the tools team to improve the proprietary tech to increase efficiency. Created a batch file to quickly delete save files that was used across the whole team. Provided feedback to numerous other teams throughout the project. Conducted interviews for new designers.
- Watched usability playtests to get real-world data on how players played the game, where they got stuck, and their opinions on different missions and mechanics. Fine-tuned missions according to feedback.
- Received a promotion after demonstrating my ability to design, craft, and maintain several high-quality main and side missions.
- Was the sole designer responsible for the free demo.
- Worked on both **Middle-earth: Shadow of War** DLC packs - **Blade of Galadriel** and **Desolation of Mordor**. Designed and scripted several main and side missions from concept

to completion. Took over other designers' missions so they could move onto other projects. Implemented hints, tutorials, Appendices, and Guide.

- Worked on both **Middle-earth: Shadow of Mordor** DLC packs - **The Lord of the Hunt** and **The Bright Lord**. Designed and scripted side missions from concept to completion. Taught myself Monolith's proprietary scripting language and quest system. Placed collectibles.

Volt – Washington, contracted Design Production Assistant
October 2013 - July 2014

- Contracted to Monolith/WB Games to work on **Middle-earth: Shadow of Mordor** for the PC, PS4, Xbox One.
- Designed and implemented the vast majority of hints and tutorials in the game, including loading screen tips, combat hints, pausing tutorials, and menu tutorials. Helped write much of the text for these systems. Implemented battle reports. Designed and implemented in-game economy/upgrades.

Technical Skills

Languages

- Fluent in Monolith's proprietary Lua-based scripting language, fluent in C/C++, basic knowledge of C# in Unity, basic knowledge of GameMaker Studio 2, basic knowledge of assembly. Extremely confident in ability to quickly pick up and master new languages.

Programming

- Programmed four games in C++ with teams while attending college - A 3D FPS, a 2D top-down space shooter, a 2D puzzle platformer, and a text-based adventure game.
- AI programmer on two projects - Experience with A* pathfinding and finite state machines.
- Experience programming 2D graphics engines (DirectX and SDL) and sound engines (FMOD)

Tools Used

- Monolith's proprietary tools - 3D world editor, Lua-based scripting language, game database, string database, debugging tool.
- Unity and GameMaker Studio 2. Used C# and GML, respectively, for scripting.
- Source control - P4V (Perforce), Tortoise SVN, TortoiseHg (Mercurial).
- Bug databases: JIRA and Bugzilla.
- Microsoft Visual Studio 2005/2008/2010.

Miscellaneous

- Eagle rank in Boy Scouts of America.
- 20+ years gaming experience across all major genres and most platforms.
- Excellent communication skills, even across different disciplines. Task-oriented - Able to prioritize and complete tasks on time and pick up new tasks quickly. Great time management skills. Very detail-oriented.
- 37% Unplayed podcast - We play games and talk about their design, similar to a book club.
- Percussionist in school band. Played in Monolith's band for the Shadow of War launch party.

Education

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

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