

PAVEL KOTEN

Level Designer / Artist



CONTACT

ADDRESS

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LINKS

PORTFOLIO WEBSITE

pavelkoten.info

FINE ARTS WEBSITE

genevenom.tumblr.com

LINKEDIN

linkedin.com/in/pavelkoten

SKILLS

3ds max

Photoshop

Unity

Unreal Engine

Valve Hammer Editor

Premiere

PROFILE

Dedicated and enthusiastic in worldbuilding, storytelling and crafting immersive player experiences through virtual environments.

Started as a mapper for the Half-Life series during school years, getting hired in a game industry right after the graduation, eventually getting self-taught in art, design and many other aspects of game development.

EMPLOYMENT HISTORY

Level Designer / Environment Artist / Gameplay Designer / Scripter

MADFINGER
Games

May 2011 - Present

Environment Artist

VATRA Games

Nov 2009 - Apr 2011

Environment Artist

2K Czech

Jun 2006 - Oct 2009

Level Designer / Scripter

Plastic Reality
Technologies

Sep 2005 - May 2006

AREA OF EXPERTISE

- designing and building levels both visually and gameplay wise (incl. documentation, floorplans, references) in various game editors
- creating whiteboxes / blockouts and iteratively turning them into final polished levels
- set dressing, scene lighting & environmental storytelling
- visual scripting (combat, objectives, events etc.)
- designing gameplay mechanics

LANGUAGES

English



Czech



HOBBIES

Video games, Graphic design, Music composing, Fine Arts, Filmmaking, Architecture

- creating 2D assets (textures & materials, logos, GUI elements, promotional / marketing assets)
 - creating 3D assets (modular level parts, props, backdrops)
 - optimizing and solving technical level / gameplay related issues
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PRODUCTION EXPERIENCE

SHADOWGUN Legends

(Lead Level Designer / Senior Artist)

(first-person shooter | MADFINGER Games | 2018)

- leading level-design team (5 designers)
- designing single-player & cooperative missions and quests
- creating blockouts for levels & PvP arenas
- designing & scripting combat scenarios, interactions, story events
- building complete level (using shared assets library and custom assets)
- prototyping & implementing gameplay mechanics
- designing editor tools & utilities to improve workflow
- collaborated on GUI assets & designs, marketing assets, game balancing
- collaborated on writing in-game objectives, lore & storyline
- collaborated on writing player & NPC voiceovers

Dead Trigger 2

(Senior Level Designer / Artist)

(first-person shooter | MADFINGER Games | 2013)

- designing single-player missions & quests
- scripting gameplay, objectives, combat, cutscenes etc.
- building complete levels (layouts, assets, lighting, optimization)
- writing in-game objectives & story campaigns
- collaborated on designing gameplay mechanics & editor tools
- collaborated on writing player & NPC voiceovers
- handling game localization to some extent

Dead Trigger

(Level Designer / Artist)

(first-person shooter | MADFINGER Games | 2012)

- designing & scripting single-player missions & quests
- collaborated on designing gameplay mechanics
- creating 3D & 2D assets (gameplay props & story items)

Shadowgun: Deadzone

(Level Designer / Artist)

(third-person PvP shooter | MADFINGER Games | 2012)

- designing & building levels (layouts, assets, lighting, optimization)
- creating 3D & 2D assets (modular kits, props, textures, FX)

Shadowgun + DLC

(Level Designer / Artist)

(third-person shooter | MADFINGER Games | 2011)

- designing & building levels using shared assets library
- scripting gameplay events & combat encounters
- implementing cutscenes & other narrative elements
- implementing several boss fights

Silent Hill: Downpour

(Senior Environment Artist)

(third-person action adventure | VATRA Games | 2012)

- building several levels (layout, assets, lighting and optimization)
- creating 3D & 2D assets (modular kits, props, textures, materials)
- prototyping and building Otherworld levels and it's mechanics

Mafia 2

(Senior Environment Artist)

(third-person action adventure | 2K Czech | 2010)

- building and maintaining interior, mission & cutscene locations
- creating 3D & 2D assets (modular kits, props, textures, materials)
- set dressing & polishing of existing locations
- creating destructible props

El Matador

(Junior Level Designer / Scripter)

(third-person shooter | Plastic Reality Technologies | 2006)

- scripting gameplay events, combat encounters, interactions...
- implementing cutscenes, dialogues & other story elements

EDUCATION

Secondary Technical School Trebic

2000 - 2005