

Hakan Borazanci – Level Designer/World Builder

hakanveli@yahoo.com

HakanBorazanci.com

(225) 937-7588

Skype: rafeil_turks_rule

SKILLS

- **Level Design:** world building, BSP, lighting, AI pathing, event triggers, laying meshes, terrain, texturing, optimization, visual scripting, spawning, encounter design
- **Engines:** UDK (Gears of War, UT3, UDK), Creation Kit (Skyrim), Source Engine (Hammer, Half-Life 2), Galaxy Editor (StarCraft 2), Heroblade (SWTOR)
- **Additional Skills:** 3DS Max, C#, LUA, Papyrus, Kismet, Photoshop, design documentation, agile scrum, leadership experience, technical/creative writing

PROFESSIONAL GAME EXPERIENCE

BioWare: Assistant Designer (Contract) – Star Wars: The Old Republic – Heroblade

November 2014 – November 2015

- Scripted the Monolithic quest on Ziost (patch 3.2), worked on several planets for leveling experience revamp (4.0), scripted the shield bunker end-game content for six planets (4.0)
- Designed, implemented, and adjusted dozens of quests throughout the game
- Responsible for scripting, spawning, pathing, mini-boss abilities, and bug fixing
- Worked with other designers and artists to resolve various bugs and issues

TEAM PROJECTS

Lead Level Designer – Hymn of the Sands – UDK (isometric dungeon crawler)

June – December 2013

- Worked on a team of fourteen, serving as Lead Level Designer with four other designers
- Created overall vision of game and core design mechanics
- Participated in design discussions, involved in daily scrum, divided up tasks between various designers and worked closely with them
- Responsible for geometry, level layout, lighting, scripting, testing and balancing for three major sections of the game
- Implemented unique gameplay elements for each level

Lead Level Designer – RoboBall – UDK (capture the flag FPS)

February – May 2013

- Worked on a team of nine, serving as Lead Level Designer with three other designers
- Created all particles for the game
- Participated in design discussions, involved in daily scrum, divided up tasks between various designers and worked closely with them
- Cluttered entire level, made several lighting passes, tested and balanced key gameplay elements

INDIVIDUAL PROJECTS

Spectre – StarCraft 2 – Galaxy Editor

January – May 2014

- Made a third-person action/RPG set within the *StarCraft* universe
- Designed and implemented five player abilities
- Scripted three boss fights
- Did gameplay balancing, added a simplified interface for handling player inventory

Agent Zeta – Gears of War – UDK

May – July 2013

- Imported assets and constructed materials from UT3 to give a unique, sci-fi look to a Gears of War level
- Created a branching story with several dialogue options and four different endings
- Scripted three unique puzzles, including a memory game and laser obstacle course

Of Mice and Freeman – Half-Life 2 – Hammer SDK

September – October 2013

- Made a gravity-gun only level that focused on using the environment to overcome enemies/obstacles
- Scripted a plug-puzzle with visual and audio cues to aid the player
- Created an electrocution mechanic

ADDITIONAL EXPERIENCE/SKILLS/INTERESTS

- Have used multiple source control/file management software, such as VSS and Perforce
- Worked as a technical writer for Molina Medicaid Solutions between August 2007-2012, maintaining large electronic documentation libraries as well as writing software documentation for clients
- Developed excellent people skills and the ability to work under high-stress environments from projects at the Guildhall
- Strong communication skills, both verbal and written

EDUCATION

The Guildhall at Southern Methodist University, Plano, TX

Graduation Certificate in Level Design (May 2014)

Louisiana State University, Baton Rouge, LA

B.A., English – Creative Writing (Dec. 2004)