



# BARTOSZ WYPYCH

LEVEL ARTIST  
LEVEL DESIGNER  
GRAPHIC DESIGNER

## CONTACT

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## SKILLS

- Mesh
- Scripting
- Blockouts
- Optimising
- Prototyping
- Documentation

## PROGRAMMES

- Unity
- Gaea
- Blender
- Indesign
- Illustrator
- Photoshop
- VisualStudio
- Unreal Engine 5

## LANGUAGES

- English - B1
- Japanese - N5

## PROFILE

I worked as a Junior Level Designer and Level Artist at Live Motion Games (LMG). I worked on projects: Chornobyl Liquidators and Sapper - Defuse The Bomb Simulator. I currently run the GameDev studio and with the teams we do private projects in Unreal Engine 5 and Godot.

## EDUCATION

2019 - 2022

Warsaw Film School

**Video Games Creation**

[https://drive.google.com/file/d/10EKEP2gB2cpK-kBw9gPI\\_cLDHegzLlI/view?usp=drive\\_link](https://drive.google.com/file/d/10EKEP2gB2cpK-kBw9gPI_cLDHegzLlI/view?usp=drive_link)

## EXPIERIENCE

2021 - 2022

Junior Level Designer

Live Motion Games

<https://livemotiongames.com>

### RESPONSIBILITIES:

- Testing, optimisation and debugging the game;
- Liaise with teams, coordinate activities and ensure time to complete tasks in accordance with Producer requirements;
- Searching for references, designing blockouts and adding finished assets in the game design according to the artist's and creator's vision;
- Preparing the document as a Level Design Document, including adding Golden Patches, choices and consequences, and locating the site as an exploration and discovery.

### ACHIEVEMENTS:

- More than 35,000 people have played the PlayTest on Steam;
- More than 474,000 views of the first trailer showing the results of the team's six-month work (<https://youtu.be/7-hZ6UNNhF4>).