

Stefan Jewinski

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PROFILE

Creative, energetic and self-motivated individual with excellent interpersonal communication skills and ten years experience in professional video game development. Talented and driven developer with experience on both console and mobile platforms and in design and programming roles.

WORK EXPERIENCE

- **Lead Game Designer & Programmer.** *Cat Amuck Studios.* May 2012 – present.
 - Designed and coded mechanics and levels on casual games *Cow Tip-Foolery* (iOS), *One Fell Swoop* (iOS), *Scare Crows* (iOS) and UDK exploration game *Play of Light* (PC).
- **Senior Game Designer.** *Fuel Industries.* July 2013 – present.
 - Concepted, pitched, prototyped, and lead junior designers through the full development cycles of licensed games on mobile and web platforms.
- **Level Designer.** *Eden Industries.* August 2013 – November 2014.
 - Designed levels and scripted missions on *Citizens of Earth* (PS4/PSVITA/Wii U/3DS/Steam).
- **Lead Game Designer.** *Gameloft.* May 2011 - May 2012.
 - Provided long-term and day-to-day direction and mentoring to 3 level designers on female-focused RPG *Fashion Icon* (iOS / Android / Mobile).
 - Analyzed play-testing sessions, and presented designs to headquarters.
- **Game Designer.** *Silicon Knights.* January 2010 - May 2011.
 - Responsible for all enemy AI, teammate NPCs, and boss AI on AAA action game *X-Men: Destiny* (PS3 / Xbox 360 / Wii).
- **Game Programmer.** *Silicon Knights.* May 2007 - December 2009.
 - Implemented AI on unreleased AAA open-world 3rd-person horror games *The Box / The Ritualyst* and *Shadow of the Eternals* (PS3 / Xbox 360). Built simple AI Builder tool into the Unreal Editor that allowed AI characters to interact with objects in the Living World.
- **Designer & Lead Programmer.** *Capybara Games.* July 2005 - January 2007.
- **Quality Assurance Lead.** *Capybara Games.* January 2005 - June 2005.

KEY SKILLS

- Systems design, AI design, balancing and tuning, gray-boxing.
- Level design, mission scripting, narrative design.
- Technical skills include: Unreal Engine 3 & 4, Kismet, Blueprints, Unity, Cocos2d, C++ / C# / Objective-C, Lua, 3D Studio Max, Blender, SketchUp, Adobe Photoshop, Adobe Illustrator, Word, Excel, PowerPoint, Visio, Confluence, Balsamiq, SVN, Perforce.

EDUCATION

- **Specialized Honours Bachelor of Arts, Information Technology.** *York U.* 2001 – 2005.
 - Named to the Faculty of Arts Sessional Academic Achievement List, 2004 – 2005.