

# ADRIANA MATIC

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## WORK EXPERIENCE

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### Unannounced PVPVE Project

January 2021 - Current

#### Level Designer at New World Interactive

- Owner of **two master plan designs** (both around 1 km squared) which included building, maintaining and controlling the holistic vision of the maps from grey box to final art
  - Set and maintained both the gameplay and narrative beatmap/flow of the level including the hand **placement over 199 AI encounters**
  - This included documentation and **weekly meetings with the art team** to control the look and feel of the maps as well as to ensure **clarity for gameplay**
  - Created **over 53 unique design layouts** per map, 3-5 for each zone from paper to greybox
- Handled all **major level technical hurdles** including but not limited to:
  - Prototyping **over 10 game systems and encounter tools** for the level design and game design teams in Blueprints
  - Researching, maintaining and **setting the standard for World Partition and One File per Actor** workflows in Unreal Engine for level design
  - Researching and setting **technical limitations for gameplay systems** in lieu of members of the code team
  - Applying and researching optimization for large scale maps concerning Nanite and World Partition
- Created and maintained **over 14 critical confluence pages** viewed over 1400 times
- Self directed the generation of over 150 user stories and tasks

### Insurgency: Sandstorm PVP and PVE

August 2020 - July 2021

#### Junior Level Designer at New World Interactive

- Created the **greybox, indoor lighting, and art kitbash** for the latter half of the levels Citadel and Bab and was an integral part in the **optimization pass**
- Made **51 gameplay layouts in 15 maps for both PVP and PVE**, including setting all the encounter designs for the AI
- Took point on **running feedback sessions**, communicated information to relevant stakeholders, and implemented changes as needed
- **Facilitated interdepartmental communication** on features throughout the project such as the Survival gameplay mode
- Fixed **over 50 bugs** in two weeks for Operation: Exodus
  - Self directed triaging and prioritization of level bugs

### Baldur's Gate III, Divinity: Fallen Heroes, Divinity: Original Sin II (Switch Port) May 2019 - August 2019

#### Quality Assurance Intern at Larian Studios

- Filed 206 bugs over four months, and delivered clear and concise feedback to facilitate developer fixes
- Exceptional work resulted in *Baldur's Gate* QA team leader **requesting an extension to the technical QA work term**
- Working knowledge of scripting and engine tools resulted in being selected to run **technical tests** using the in-house engine over other candidates
- Proposed UX solutions were implemented into final versions of *Fallen Heroes* and requested to help problem-solve affordance issues on a campaign level

## PROJECT EXPERIENCE

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### False Gods ( Mentored by Certain Affinity)

September 2019 - April 2020

Level Designer / Network & Gameplay Programmer / Level Artist / Game Designer

### Re-Genesis VR (4th place in Unity Global Student Challenge 2019)

January 2019

Level Designer / Level & Environment Artist / Game Designer

## TECHNICAL SKILLS AND LANGUAGES

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Unreal Engine 4 and 5

FMOD

English - Fluent

Unreal Insights

Maya/3DS Max

French - B2 (Intermediate)

World Partition

JIRA

MIRO

Blueprints

Confluence

C#

Perforce

Microsoft Suite

Adobe Suite

Unity

Notion

BSP

## EDUCATION

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### Bachelor of Game Design,

Oakville, *Sheridan College*

September 2016 - May 2020

### New Media Production and Design,

Calgary, *Southern Alberta Institute of Technology*

September 2013 - April 2015

## VOLUNTEER EXPERIENCE

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### CodeTeens

Calgary, *Calgary Public Library*

September 2023- October 2023