

# ADRIANA MATIC

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## WORK EXPERIENCE

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### Unannounced PVPVE Project

January 2021 - Current

#### *Intermediate Level Designer at New World Interactive*

- Owner of two master plan designs (both around 1 km squared) which included maintaining and controlling the holistic vision of the maps from grey box to final art
  - Delegated 43 tasks to 3 other level designers tailored to each of their strengths and gave feedback/ensured that the designs matched the gameplay, quality and vision of the maps
  - Wrote and maintained documentation for the art team to control the look and feel of the maps as well as weekly meetings to ensure clarity for gameplay
- 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 as well as two level design documents
- 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 design 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

Blueprints

Confluence

Perforce

Microsoft Suite

Unity

Adobe Suite

C#

MIRO

## 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