

Stephen Kolodychuk

Game Designer



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Professional Experience

Game Design and Production Teaching Assistant **GAM300, GAM350**
DigiPen Institute of Technology *Aug 2020 – Current*

- Conduct weekly check-ins with assigned student teams to provide feedback and assistance and inform professors on team status
- Playtest weekly builds to offer targeted design advice on recent changes and project direction
- Support teams without designers with creating strong core game loops and multiple engagement arcs
- Assist student teams with design and production issues as needed

Academic Projects

Metamorphos – Third-person hack-and-slash game **Unity (C#)**
Game Designer & Producer *Team of 10, Jan 2020 – Current*

- Balance combat systems to create dynamic choices and interesting moment-to-moment gameplay using Microsoft Excel to create a simple pipeline and analyze combat systems
- Collaborate with programmers to define in-game telemetry and analyze results to allow for data-driven iterations on systems
- Work closely with animators and VFX artists to refine enemy and player attacks to create strong signifiers and feedback
- Facilitate team by leading weekly meetings, reducing non-development overhead, and refining communication methods

Mu and the Little Reef – 3D underwater adventure game **UE4 (BP)**
Game Designer & User Researcher *Team of 15, Aug 2019 – Jan 2020*

- Led design meetings to focus gameplay on central systems and reinforce core game loop
- Created and tuned movement systems to promote underwater feel
- Coordinated with designers, programmers, and artists to make sure feature and content deadlines allow enough time for testing
- Designed surveys and playtest methodologies to allow for rapid iteration of core mechanics during pre-production phase

Robot Rocket Rumble – 2D arena party-brawler **Custom (C++)**
Game Designer & Design Lead *Team of 11, Aug 2018 – Apr 2019*

- Collaborated with programmers to define physics-based combat systems and pipeline for rapidly iterating in custom engine
- Rapidly prototyped game mechanics during pre-production that led to major gameplay shifts and solved major usability issues
- Created heat maps from playtesting to inform level design decisions
- Led design meetings to review collected metrics, create design guidelines, assign tasks, and provide feedback

Skills

Design Skills:

- Combat Design
- System Design
- Encounter Design
- Playtesting
- Rapid Prototyping
- Design Documentation

Tools:

- Unity
- C#
- Unreal (familiar)
- Blueprints (familiar)
- Microsoft Excel
- Google Sheets
- Tableau
- Maya
- Git
- SVN

Education

BA Game Design, Minor Psychology
DigiPen Institute of Technology
Expected Graduation April 2021

Associate in Arts and Sciences
Whatcom Community College
August 2017

Awards

iThrive 2018 Find the Kind Game Jam
1st Place: Thirst

iThrive 2017 Empathy Game Jam
2nd Place: 5 Parsecs Away

DigiPen Institute of Technology
DigiPen Presidential Merit Scholarship

Northwest Career and Technical
Academy
Most Employable Student in DigiPen
Video Game Programming

Interests

Tabletop Games
Professional Wrestling
Cooking
Reading