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# NICK MOHILCHOCK

DESIGNER

## Greetings!

My name is Nikolai Mohilchock, and I am an experienced designer working in the gaming industry. I have over six years of experience specializing in level design and gameplay design for first-person shooters on PC and console platforms. My credits include *F.E.A.R. 2* and several *Call of Duty* titles, among others. I specialize in designing levels for military-style first-person shooters, whether it be historic, current-day, or beyond. Here are some highlights:

- Over 6 years of professional design experience creating levels and game play for titles on both PC and console platforms
- Experience with a wide range of content authoring tools (Adobe Photoshop, Maya, 3D Studio Max, etc.)
- Expertise with a number of industry standard and proprietary game editors (Radiant, UnrealEd, WorldEdit, ec.)
- Shipped 4 AAA titles (*F.E.A.R. 2: Project Origin*, *Call of Duty 3*, *Call of Duty 2: Big Red One*, *Call of Duty: United Offensive*)
- Heavy scripting experience using C#, LUA, CSG, Kismet, and a number of proprietary scripting systems
- Over a dozen community maps for popular online first-person shooters like *Quake III Arena* and *Unreal Tournament 3*.

I would be honored to be considered for the Design position at your studio, and to help create the world's best games. Please feel free to browse through my production portfolio online at (<http://nick.mohilchock.com>), I would be more than happy to answer any and all questions about my previous experience.

## Career Objectives

I am looking for a studio that has opportunities to learn and create in a collaborative environment. Long term I look forward to earning the position of Game Design Lead in a few years. My passion is in designing great gameplay scenarios that provide a level of interactivity and fun seen in few games through a multitude of disciplines. I enjoy solving problems, learning new tools, and discovering new methods and techniques for creating great games.

## Game Industry Experience

**IGNITION ENT. - Gainesville, FL**

Combat Designer

June 2009 - Present

In the beginning I started as a senior level designer, creating and scheduling the development pipeline for levels from grey box and initial game scripting to final product. I shortly rose to the rank of Combat Designer in 3 months, and became responsible for all player and AI interactions as they relate to combat in game. I re-designed the cover and AI systems and logic to be extremely efficient and robust, based on my past experience designing gameplay on FEAR 2 and the Call of Duty franchise. I was also responsible for balancing weapons, health, and ensuring the player experiences engaging and satisfying battles throughout the game.

**MONOLITH PRODUCTIONS - Kirkland, WA**

Level Designer

June 2007 - November 2008

For 17 months, I was a designer working on "F.E.A.R. 2: Project Origin". During that time I worked on several levels with varied environments and game play mechanics. In particular was a level titled "Approach", which featured combat across multiple shifting platforms that required a complex animation system. My duties included managing the many game objects and scripted battles within my assigned levels, as well as implementing content from animators and FX artists. I also authored a few scenes for the post-credits cinematic, and some grey box designs for the next project.

**OFFSET SOFTWARE - Newport Beach, CA**

Level Designer

October 2006 - March 2007

I worked for several months developing and designing for an as yet unnamed project. My responsibilities included pre-vis and grey-box prototype levels, scripting AI behaviors, cinematic presentations, and other encounters using LUA, writing design documentation for potential levels, developing game mechanics for a new IP, and designing tools for development (editor interface/functionality, development pipeline, scripting system). I also helped develop a number of prototype multiplayer modes and levels.

**TREYARCH - Santa Monica, CA**

Level Designer

June 2003 - September 2006

Beginning with initial hiring at Gray Matter Studios, I was assigned a design position and worked on Trinity for several months before moving to the "Call of Duty" franchise. I built the level "Trenches", as well as the final levels and some multiplayer for the game "Call of Duty: United Offensive" ("kharkov 1 & 2, mp\_arnhem, and mp\_kharkov"). Gray Matter was then absorbed into Treyarch, where our FPS background and their console engineering expertise went into making "Call of Duty 2: Big Red One". During this project I was the designer for "Kasserine", "Tunisia", and several multiplayer maps. I also scripted events for the level "Troina". The last title I worked on at Treyarch was "Call of Duty 3", where I built the level "Mayenne Bridge", as well as lighting design on most of the environments in the game.

## Other Work Experience

**THE GROVE OF ANAHEIM - Anaheim, Ca**

Webmaster, Artist

March 2001 - April 2003

I created and developed e-mail advertising campaigns for the venue, designed print media and ads for major publications (Los Angeles Times, The Orange County Register, etc.) and maintained the Grove of Anaheim's online artist database and website content database. I also designed advertising templates, artwork, and campaigns for private/commercial clients or 3rd party promotions.

## Education

<b>FULLERTON COLLEGE - Fullerton, Ca</b>	August 1998 - May 2000
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I studied for a short time at Fullerton College, taking units in areas of interest along obtaining a CS degree. Classes included:

- Visual Basic Programming (CS)
- Basic Visual Design (Art)
- Java Programming (CS)
- C++ Programming (CS)

<b>COLUMBUS HIGH SCHOOL - Downey, Ca</b>	Graduated May 1998
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Attended Columbus High School in Downey California from August 1994 until May 1998. Graduated with a G.E.D.

## Skills

My skill set includes several years of experience with a variety of game-related authoring tools including:

- Adobe Photoshop (Versions 3 - 7, CS - CS4)
- Discreet 3D Studio Max (Versions 3 - 8)
- Alias Maya (2007 - 2008)
- Radiant-based editors (id Software's "Quake", Infinity Ward's "Call of Duty")
- Unreal Engine Tools (UnrealEd 3, Kismet, and Matinee for Epic Game's "Gears of War")
- Lithtech Tools (WorldEdit, GDBEdit, etc.)
- Other CSG world editors (Hammer, Unreal Ed, etc.)
- Visual Studio (Version 6, .NET)
- Microsoft Office (all versions of Outlook, Excel, Word, Visio)
- Sun Microsystems' Open Office Suite

In addition to these tools, I have experience with console development tools including Microsoft's XDK for the Xbox and Xbox 360 and ProDG for Sony's Playstation 2. I am also familiar with several source control programs including Perforce, Visual Source Safe, and Subversion SVN.

## References

Reference Name	Contact Information
Provided for employers only	Provided for employers only
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## Contact Information

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