**James Organisciak**

Stoke-on-Trent (willing to relocate)

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## **Personal Statement**

A passionate technical game designer possessing a 2:1 in a Bachelor of Arts in Game Development (Design). Specialising in Unreal Engine Blueprinting and Level design, I also possess 5+ years experience using 3ds Max. I am passionate about creating fun and engaging experiences for players. I am beyond excited to start my professional game design career.

## **Education**

**University of Huddersfield (2020 - 2024)**

* BA (Hons) Games Development (Design) - 2:1 (Second Class, First Division)

**City of Stoke-on-Trent Sixth Form College (2018 - 2020)**

* Btec Level 3 Digital Game Design - Merit, Merit
* Btec Level 3 Computing - Merit

**Saint John Fisher Catholic College (2013 - 2018)**

* I have seven GCSEs including Maths and English.

## **Projects**

**Project Ammo, Project Lead (January 2025 - Current) Unreal Engine 5**

Project Ammo is a top down shooter with puzzle solving elements. Project Ammo is mostly being built by myself with some help from 2 others. A project focused on developing my programming and design skills, but also for me to learn new skills in Unreal Engine. New skills I have learnt include:

* AI programming and Behavior Trees
* UI/UX Design

**Syndicate Smackdown, Game Designer (January 2024 - May 2024) Unreal Engine 5**

Syndicate Smackdown is a bullet hell based around parrying. Built by a team of 8 as a University project, my main responsibilities included:

* Design and implementation of mechanics.
* Level design
* Boss Design
* Bug Fixing

## **Employment**

**Centre Space Arts, Game Design Workshop, Stoke-on-Trent**

**(August 2024 - September 2024)**

During this event, I hosted a Game Design Workshop where I introduced my students to the concept of Game Design. We played some games but analysed them, showcasing how each little thing in a game is a design choice. And we even criticized some of these decisions. We ended with the students on Miro (an online whiteboard), designing their own mechanic with one rule. Be as creative as you can be.

**Subway Team Member EG Group Asda, Stoke-on-Trent (June 2023 - January 2024) (July 2024 - Current)**

**Subway Team Member, Uncharted Limited, Huddersfield (October 2022 - April 2023)**

At Subway, I developed my skills in hospitality and customer service. The majority of my shifts are close shifts, where I am ensuring cleanliness and the high standards of food hygiene. I am also able to travel and work shifts at multiple Asda owned stores, where I can quickly adjust to working in a new environment. This has also allowed me to work in multiple teams, greatly improving my team working skills.

## **Skills**

* Unreal Engine 5 Blueprinting, multiple solo projects completed.
* Level Design Greyboxing in Unreal Engine 5.
* Proficient in 3Ds Max, Photoshop, Krita, Miro and Trello.
* Strong communication skills having worked in a variety of different teams.
* Leadership qualities, has taken up leadership roles in small teams.

## **Achievements**

* Leading a game development team known as TripHazard.
* Showcasing Syndicate Smackdown (a game project made by a team of 8) at multiple events to an overwhelmingly positive response.
* Teaching a Game Design Workshop, introducing students to Game Design.
* Recreating and designing multiple existing mechanics and levels in Unreal Engine 5 for an improved player experience.

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