



GERGELY SZAKÁCS

Level Designer

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BUDAPEST, HUNGARY

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gergelyszakacslevels.net

SKILLS

- Blockout
- Prototyping
- Level Design
- Visual Scripting
- Game Design
- Narrative Design

TOOLS

- Unreal Engine 4/5
- Unity
- Python
- Inkscape
- JIRA & Confluence
- Perforce & Github

STRENGTHS

- Adaptability
- Analytical mindset
- Creativity
- Troubleshooting
- Communication
- Problem solving

LANGUAGES

- Hungarian - native
- English - professional
- German - advanced
- Italian - beginner
- French - beginner

INTERNATIONAL

"During my career I have spent altogether 3+ years in foreign countries (France, Germany, UK, USA, India, South Africa, etc.) and I have gained a lot of experience working in diverse cultures with various people."

With over 2 years of experience as a Technical QA Analyst in the gaming industry, I have developed a keen eye for detail and a deep understanding of game mechanics, game development and user experience. My passion for gaming drives my ambition to transition into level design, where I can combine my technical expertise with my creativity and knowledge to create immersive and engaging environments.

EXPERIENCE

May 2023 - May 2024
QA Technical Lead
BuildARocketBoy Ltd.

MY TASKS :

- Leading a technical analyst team of 7 in a QA department. Also being responsible for the team's work, performance and people management.
- Focusing on the technical quality aspects the game project in development: UE crashes, script and asset bugs, performance of the game, etc.
- Coordinating the workflow between our team and the developers, other QA teams and external companies.

Sept. 2021 - May 2023
Senior QA Analyst
BuildARocketBoy Ltd.

MY TASKS :

- Handling engine and asset related bugs and issues for an upcoming AAA game developed in Unreal Engine 4/5
- Utilizing Blueprints and Python scripts to automatize tasks, being responsible for certain subareas of testing
- Extensive play-testing of various features and builds
- Mentoring new QA teammembers

CERTIFICATES

CGMA Level Design for Games

2024

Gamecraft: Advanced game development in UE5

2023

Game Design: Art and Concepts

2021

Game Design and Development in Unity

2021

EDUCATION

Sept. 2004 - Febr. 2010
University of Technology and Economics, Budapest

BSC+MSC IN ELECTRICAL ENGINEERING
Specialized in Infocommunication Systems

INTERESTS

Gaming // BBQ // Sports // Traveling // Gastronomy