



Greg Mladucky

1527 W. Farwell Ave 2B
Chicago, IL 60626

630-418-0649

gmladucky@gmail.com
gregmladucky.com

SUMMARY

Recent graduate from DePaul University looking for level development opportunities at studios who share my passion for creating unique and awe-inspiring player experiences.

Design and Programming Skills

- Good sense of level scale, flow and pacing
- Knowledge in Skyrim Creation Kit, UDK, Unity, Crytech, and more
- Scripting knowledge in Papyrus, Unreal Script, Kismet, C#

EXPERIENCE

GenTech: Digital Media & Technology Center of Chicago

Chicago, IL — October 2013 - December 2013

Taught a number of game development and programming classes to students ages 10 - 18 each Saturday.

Classes

- 2D Game Creation and Animation with Multimedia Fusion 2
- 3D Game Development with Kodu Game Lab and Unity
- 3D Art and Animation with Blender

Digital Media Academy

Chicago, IL — Summer Camp 2011, 2012 & 2013

Taught at the Digital Media Academy, a technology summer camp at the University of Chicago for students ages 10 - 18. I focused on game development classes from introductions in programming to level development.

Classes

- Game Creation with Multimedia Fusion 2
- Introduction to Programming with ALICE and Greenfoot
- Level Development with the Unreal Development Kit
- 3D Character and Creature Creation with Maya

Phosphor Games

Chicago, IL — March 2012 - August 2012

Contracted worker as a level developer for Phosphor games. I worked on the mobile title "Horn" and focused primarily on scripting player movement, puzzles and experiences within UDK using kismet and matinee.

Awards

- IGN - "Horn is this year's most impressive iOS game"
- AOL - "Horn is a testament to what is possible on mobile"
- GAMEZEBO - "A mobile masterpiece"
- Modojo - "The new addiction of any iOS supporter"

EDUCATION

DePaul University

BS: Video Game Development— 2008-2013
Concentration: Production and Design