

# Brandon Dolinski

Edmonton, Alberta

Level, Systems, Gameplay Designer

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## Titles

**Dragon Age Inquisition Winner of GOTY 2014 - Bioware**

**July 16, 2012- February 19, 2013**

Gameplay Designer

**January 7, 2014 - October 2014**

Worked on Dragon Age from pre-production to ship; responsibilities included:

- Championed the progression of crafting and placement in all wilderness areas.
- Responsible for the implementation & design for destructibles & prefab encounter propsets.
- Worked with other departments to implement various systems. (Requisitions, Creature Researching, Recipes, Creature Codices.)
- Worked with level design & writing to create memorable moments throughout the entire game.
- Supported other level and tech designers where systems didn't have owners.

## Education

**Vancouver Film School, Game Design**

2011 - 2012

- **Relevant Courses:** Game Production, Analog Game Theory, Level Design, Scripting, 3D-Modeling,

**Vancouver Film School, Game Project - Forget Me Not Annie**

2011 - 2012

Role: Project Manager, Audio Lead, QA Lead

A first person horror puzzle game built in the Unreal Engine.

- Managed & scheduled with 14 people involved with the project.
- Wrote design docs & QA plans for the project.
- Designed, implemented & managed delivery schedule of sounds.
- Designed and implemented puzzles via kismet.

**University of Alberta - Bioinformatics (Genetics + Computer Sciences)**

2008 - 2010

## Applicable Skills

- Frostbite 3 Engine, general usage, creation & implementation of prefabs.
- Unreal Development Kit, excelling at level design & Mechanics Design ([Link](#)).
- Unreal Matinee, ([Link to Machinima Using UDK Matinee](#)).
- Game Design Documents, writing & other related documents.
- Skilled with many industry tools:



## Other Employment History

**Laser Operator and Visual Design Artist For Astral Harvest**

2015

- Operated Lasers and projected visual to accompany music ([link](#))

**Owner and founder of Black Spot Cafe located in Edmonton AB.**

2007 - 2008

- Managed community and marketing, booked and managed musical talent.

## References:

Entwistle, Chris (Producer, '12 - 14)  
Wilson, Mark (Tech Design Lead, '12-14)  
Roskell, Dean (Sr. Level Designer, 12-14)  
Kading, Daniel (Sr. Designer, '13-14 )  
Laidlaw, Mike (Principal Lead Designer, '12-14)  
Paras, Brad (Sr. Level Designer '12-14)  
Christian, Elliot (Senior Artist '12-14)

Associate Producer Bioware Edmonton  
Technical Lead Designer Bioware Edmonton  
Senior Level Designer Bioware Edmonton  
Senior Designer Bioware Edmonton  
Principal Lead Designer Bioware Edmonton  
Senior Level Designer Bioware Edmonton  
Senior Artist Bioware Edmonton

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