

JEFFREY PIDSADNY

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VIDEO GAME ARCHITECT with over 10 years experience in the games industry

Proficient in:

Design Development , Facilitation and Process	Project and Asset Management
Game Design Documentation	Polygon Modeling and Texturing
Game analysis including study of flow, progression, presentation and balance	Sketching, illustration and diagrams
Environment and Level Design	Gameplay Scripting

Strong leader and mentor who is organized and an analytical thinker with the ability to evaluate concepts and ideas as abstractions prior to implementation. Skilled at representing and expressing ideas clearly and in detail as written descriptions, storyboards, sketches, illustration, massing models and final production assets.

Applies critical evaluation throughout all stages of production

Software experience includes Photoshop, Illustrator, Maya, 3d Studio Max, AutoCAD, Wiki, Word, Visio, MS Project, MS Excel, C# scripting, HTML and Flash Actionscript

PROFESSIONAL EXPERIENCE

ROCKSTAR GAMES TORONTO, OAKVILLE, ONTARIO (2010 – PRESENT)

MAX PAYNE 3 (in development)

Senior Designer

- Responsible for the design development of 2 levels.
- Coordinating artists, scripters and coder within the design vision.
- Asset tracking and management, documentation and review focusing on play through, flow, progression and presentation.

ROCKSTAR GAMES SAN DIEGO, CARLSBAD, CALIFORNIA (2004 – 2010)

RED DEAD REDEMPTION (2009)

Senior Ambient World Designer

- Responsible for the placement and management of animation locators throughout all regions and settlements.
- Ambient world population tuning of wilderness and settlements.
- Scheduling of persistent characters.
- Tuned and balanced economy, managed inventory, locking and pricing of all items.
- Game review focusing on playability and flow.
- Over 5 million units sold

MIDNIGHT CLUB LOS ANGELES / SOUTH CENTRAL DOWNLOAD (2005 - 2008)

Lead Designer / Lead Environment Designer

- Pre-production including concept design, research, scope and scheduling estimates.
- Coordinated the design, production and review of the gameplay environment.
- Designed the overall city layout, expansion plan, landmark placement / design and freeway design.
- Created gameplay derived construction standards and reviewed asset creation at all phases of production.
- Mission flow and progression scripting, race asset creating and evaluation
- Coordinated story assets between writers, animators, audio and code.
- Assisted in script writing, tutorials, manuals and marketing coordination. Tracked audio and cut scene assets through all phases of production
- Directly managed 8 person design team. Assisted in all overall scheduling, tracking and management of the production team.
- Overall gameplay tuning and evaluation
- over 3 million units sold

MIDNIGHT CLUB 3 DUB EDITION / REMIX (2004-2005)

Environment Designer / Designer

- Design, reviewed and tracked the gameplay environment through all phases of development.
- Economy and currency tuning.
- Assisted in script writing, tutorials, manuals and marketing coordination.
- over 5 million units sold

RADICAL ENTERTAINMENT LTD., VANCOUVER, BRITISH COLUMBIA (2000-2004)

THE SIMPSONS HIT AND RUN (2002-2004)

Lead World Builder / Level Designer / Senior Designer

- Coordinated the design, production and review of the gameplay environment. Overall city design, landmark layout and gameplay design.
- Managed, scheduled and tracked 16 person world builder team.
- Assisted in art direction. Coordinated overall gameplay design, modes and mechanics.
- Managed, scheduled and tracked 6 person design team
- over 5 million units sold

THE SIMPSONS ROAD RAGE (2000-2002)

World Modeler / Level Designer

- Responsible for the design, construction and review of 3 game levels (Downtown, Entertainment District and Dam).
- Overall gameplay tuning and evaluation resulting
- over 3 million units sold

ROGER HUGHES AND ASSOCIATES, VANCOUVER, BRITISH COLUMBIA

Intern Architect / Designer

PBK ARCHITECTS, VANCOUVER, BRITISH COLUMBIA

Intern Architect / Designer

EDUCATION AND PROFESSIONAL DEVELOPMENT

- Vancouver Film School – 3d Game Modeling
- Mica Leadership Seminar
- University of Waterloo School of Architecture and Design
 - Bachelor of Environmental Design
 - Bachelor of Architecture
 - Class Valedictorian / Graduated with Honors
- Grimsby Secondary School
- Ontario Secondary School Diploma / Ontario Scholar

AWARDS AND ACHIEVEMENTS

- 2008 University of Waterloo – Architecture of Games – guest speaker
- 2004 Richmond-Airport-Vancouver (RAV) Light Rail Competition - Winning submission.
- 2001 Qing-Tsao International Airport Design Competition- 3rd Place international design competition
- 2000 Athletic Business Magazine - Cover illustration
- University of Waterloo School of Architecture
 - 1998 Thesis Design Award – Kaderali Award of Excellence
 - 1998 - Class Valedictorian / Graduated with Honors
 - 1997 Interact Ireland – International Student Design Competition - 2nd Place
 - 1997 Quantum Business Park Design Competition - 1st Place
 - 1997 - 1998 Student Association President
 - 1995 - Studio Design Award
 - 1995 - Ontario Concrete Block Design Competition
- 1995 CFNY Modern Music Album Art Contest - 3rd Place Award

(References available upon request)