

Stefan Doetschel

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8/62 Henty St, Braddon, ACT 2612 Australia

Tel: +61 433 103 540

Email: stefan.doetschel@live.com

Homepage: www.s-dot.de

Profile

From 1989 to 2004 I worked as an architect in Germany.

Since 2004 I am living in Australia and working as a video game level architect or designer.

My game development skills

- More than 10 years professional experience in level art and design.
- Additional 4 years experience in the mod scene using unreal technology.
- Good knowledge in game development tools like Unreal, 3ds Max and Photoshop.
- Good knowledge in MS Office and other software.

Experiences

2K Australia, Canberra 04/2010 – 05/2015

(Former 2K Marin and Irrational Games Canberra.)

Senior level architect and artist using Unreal 3 technology and 3ds Max.

- Borderlands: The Pre-Sequel and Claptastic Voyage DLC. XBOX 360, PS3 and PC.
- Bioshock Infinite for Irrational Games Boston. XBOX 360, PS3 and PC.
- The Bureau, XCOM unclassified. XBOX 360, PS3 and PC.

Krome Studios, Brisbane 08/2006 – 4/2010

Senior (from 2008) level builder/designer using Mercury Engine and 3ds Max:

- Star Wars, the Clone Wars – Republic Heroes. XBOX 360, PS3 and PC.
- Hellboy – The Science of Evil. XBOX 360, PS3 and PC.
- Legend of the Guardians: The Owls of Ga'Hoole. XBOX 360, PS3 and Wii.

Perception Pty Ltd, Sydney 09/2004 – 06/2006

Level designer using unreal 2.5 technology

- Stargate – The Alliance. (Unreleased)

Various Unreal Tournament mod projects, Germany 2000 – 2004

Level Designer. Managing Mod releases. Unreal technology.

- Aim-it Tactical Ops Map packs. Unreal 1.
- Domain 2049 UT2004 modification

Education

Degree (MEng) in Architecture at University of Applied Sciences Oldenburg in 1989.

Two years apprenticeship as a joiner with a degree in 1985.