

Name: Kevin Cytatzky
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about

My name is Kevin Cytatzky and I'm a 18 year old level designer from Germany. Ever since I can remember I have been very enthusiastic about video games, and during 2006 I somehow became really eager to create something myself. I opened the Unreal Editor and never got away from it again.

skills

- Experienced in working together with a team and hitting deadlines
 - A lot of artistic abilities, regarding 2D and 3D work
 - Able to design and build Mulitplayer and Singleplayer maps from the initial plans to the final tweaks
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projects / experience

commercial:

- Singleplayer maps for the indie title „The Ball“
November 2008 – Present
Website: <http://www.theballthegame.com>

personal:

- Deathmatch Maps for Unreal Tournament 3
December 2007 – May 2009
Website: <http://unrealtournament3.com>
 - Levels for the Community Bonus Pack
July 2008 – May 2009
Website: <http://cbp.beyondunreal.com>
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software

- Unreal Editor / UDK
 - Photoshop / Gimp
 - Source Engine / Hammer Editor
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