

Tolstikhin Anton - Level Designer

qwoterlow@gmail.com

[LinkedIn](#)

Language

- Russian - Native
 - English - B2
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Unannounced RPG MOO project

Senior/Lead Level designer

July 2025 - November 2025

For the project, a search for the core vision of the location design was carried out. Reference techniques within the genre were identified and analyzed. A demo location with full 15–20 minute gameplay and several test locations were created.

- Vision research
 - Development and testing of design standards
 - Coordinated pipeline between GD-LA-LD
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Farcana

[Farcana/Dizzirct](#) - [Farcana](#) / [Farcana EGS](#)

Lead Level designer

Oct 2024 - Apr 2025

As a Lead Level Designer, I participated in the hiring process and managed both junior and mid-level designers. I was involved in developing the company's map production pipeline, overseeing team members and planning their tasks. I handled both organizational and technical challenges—not only within the Level Design department but also in collaboration with Game Design, Lighting/Art, Narrative, Sound Design, and Programming teams. I wrote level design requirements and created internal documentation for the department.

- Planning
- Management
- Coordinated pipeline synchronization across departments
- Design workflow optimization through art-side features

Level designer

Dec 2023 - Oct 2024

Worked on a PC MOBA shooter project. Together with the team, we developed map designs inspired by titles such as Overwatch 2, Team Fortress 2, and Paladins.

I designed 4 maps from layout concepts to whiteboxing, across different game modes.

- Level Design Documentation for Artists
 - Blockout UE5
 - Whitebox
 - Gameplay setup
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Infusion Games

[Infusion Games - Cyber Wars](#)

Level designer

Sep 2022 - Nov 2023

Mobile free to play multiplayer FPS.

Made 3 maps

- Level Design Documentation for Artists
 - Blockout Unity
 - Whitebox
 - Gameplay setup
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GD Company

[GD Company - War After](#)

Level designer/artist

Oct 2020 - Dec 2021

Mobile free to play tactical multiplayer FPS Made 2 maps for project, you can see them on my Artstation One is at the Greybox stage, the other is in release According to internal analytics my released map ranks the third place in players choice, after tutorial location and arena map

- Made 1 map from scheme to build (Ld/La pipeline)
 - Made 1 map greybox
 - Worked as LA with 2 maps
 - Blockout Unity
 - Whitebox
 - Gameplay setup
 - Modeling
 - Texturing
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Tools	Skills
UE5	Level design
Unity	Game Documentation
Maya	Management
Miro	Department planning
Blender	3D Modeling
Zbrush	