Tolstikhina Iana - Level Designer

qwoterlow@gmail.com

LinkedIn

Language

- Russian - Native
- English - B2

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

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

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
- Warked as LA with 2 maps
- Blockout Unity
- Whitebox
- Gameplay setup
- Modeling
- Texturing

Tools	Skills
UE5	Level design
Unity	Game Documentation
Maya	Management
Miro	Department planning
	3D Modeling