Tolstikhin Anton - Level Designer   [Portfolio](#)

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[LinkedIn](#)

Language: Russian - Native

English - B2

Unannounced RPG MOO project

Senior/Lead Level designer

July 2025 - Now

Researched and defined the core vision for the project's location design. Analyzed genre-specific reference techniques and established visual and gameplay direction guidelines.

Created a fully playable 15–20 minute demo level and several prototype locations to validate mechanics, pacing, and player experience.

Developed and tested internal level design standards and coordinated workflow alignment between Game Design, Level Art, and Level Design teams.

- Defined the location design vision and reference framework for the project
- Built multiple prototype locations and one polished vertical slice demonstrating core gameplay
- Formulated and tested level design standards (metrics, composition rules, traversal, readability)
- Ensured cross-department pipeline synchronization (GD ↔ LA ↔ LD)
- Facilitated iterative playtesting and incorporated feedback into design guidelines

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Farcana

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

Lead Level designer

Oct 2024 - Apr 2025

Led a small team of junior and mid-level level designers and took part in the hiring and onboarding process.

Developed and maintained the company's level design and map production pipeline.

Coordinated cross-department workflows with Game Design, Art/Lighting, Narrative, Sound, and Programming.

Authored internal documentation, level design requirements, and workflow guidelines.

- Built and optimized the level design pipeline to improve predictability and delivery speed
- Ensured synchronization of pipelines across departments (LD ↔ Art ↔ Tech ↔ Narrative)
- Contributed to feature planning on the art side to streamline LD workflows

- Managed task planning, reviews, and daily coordination for the LD team

Level designer

Dec 2023 - Oct 2024

Worked on a PC MOBA-shooter project in the style of Overwatch 2 / Team Fortress 2 / Paladins.

Designed multiple playable levels from early concepts to whitebox stage.

- Designed 4 maps across different game modes from layout → blockout → whitebox iteration
- Built blockouts in Unreal Engine 5
- Set up basic gameplay logic, navigation, and interactions
- Participated in playtests and improved layouts based on feedback and metrics

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Infusion Games

Infusion Games - Cyber Wars

Level designer

Sep 2022 - Nov 2023

Designed 3 multiplayer maps from initial concept to whitebox stage for a mobile free-to-play first-person shooter.

- Created 3 fully playable maps (layout → blockout → whitebox → iteration)
- Built blockouts and prototypes in Unity
- Conducted internal testing sessions and iterated based on feedback and analytics
- Set up gameplay logic, player flows, spawn points, objectives, and testing setups

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GD Company

GD Company - War After

Level designer/artist

Oct 2020 - Dec 2021

Mobile free to play tactical multiplayer FPS in the style of Counter Strike. Made 2 maps for the project.

- Designed 2 full map from initial layout scheme to final build, following the LD/LA pipeline
- Worked as Level Artist on 3 maps (environment composition, polishing, assets)
- Set up gameplay logic, player navigation, spawn systems, and combat spaces for testing
- Designed, modeled and textured environment assets as part of level art responsibilities

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Tools:	**UE5**	**Unity**	**Maya**	**Blender**	**Zbrush**	**Miro**