Danil Lobanov

Level Designer

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SKILLS

Game & Level Design
- Level design & blockout, combat encounter design, pacing, cinematic event scripting, etc.
- Game system design, implementation, and balancing
- Intuitive UI/UX design
- Writing sounds and music for games
- Visually focused and concise design documentation
- Playtest conducting and iteration

Level Editors
- Unreal, Unity

Programming
- C#, Unreal Blueprints, HTML, CSS

Soft Skills
- Vision holder who provides clear direction to achieve a shared vision.
- Resourceful and adaptive problem solving.
- Talent recruiting, hiring, and team building.
- Focus on great team collaboration and fulfillment.
- Capable of effectively communicating and collaborating with people from different backgrounds.

Software
- Blender, Adobe Photoshop
- Cubase, Logic X
- Miro, JIRA, Notion, Trello
- Visual Studio, Github

EXPERIENCE

EXBO, Level Designer   *2021 – 2023*
Survival ARPG Game – STALCRAFT
- Participated in the daily work of a multi-disciplinary team focused on creating a vast world territory.
- Designed and owned various spaces oriented towards first-person shooters, ranging from extensive open-world areas to external and internal objects of small, medium, and large points of interest (POI).
- Provided clear recommendations and constructive feedback to environment designers and artists.
- Developed and maintained level design and player metrics, as well as corresponding foundational sets of blocks.
- Upheld best practices, processes, and communications within the world-building team and other teams, such as the sound design department and production.
- Developed, reviewed, and maintained project documentation and sample maps.

PET PROJECT

Lead developer, Game designer
First-person shooter - Destination: Shanghai (In Development)

Project Overview:
Developing a first-person shooter with horror and stealth elements set in a post-apocalyptic wasteland of China in 2067.
My Contributions:
- Prepared the design document and narrative design for the first location.
- Developed the player controller, wrote scripts, and set up animations.
- Created and implemented the first location in the game.
- Expected Completion: Planning to complete development and release the game.

Tools: Unreal Engine 5, Megascans, MetaHuman, Blender.

Level Designer
 Space Refueling Station

> **Objective**: Designed a small-scale third-person stealth mode level for a global level design competition.
> **Achievements:**
> o   Independently created the entire world from scratch within a tight deadline of two weeks.
> o   Implemented layout blocks and scripted triggers and events to enhance gameplay dynamics.
> o   Received overwhelmingly positive feedback from colleagues, showcasing strong design and execution skills.
>
> **Tools:** Unity, ProBuilder

Level Designer
 Star Wars - Mos Eisley

> **Objective**: Demonstrated the potential of scale manipulation in level design within a confined space (80x80).
> **Achievements:**
> o   Successfully manipulated player movement vectors to create an illusion of expansive corridors and larger-scale environments.
> o   Showcased innovative design techniques to provide players with a unique and immersive gameplay experience.
>
> **Tools:** Unity, ProBuilder

EDUCATION

XYZ School   *Graduated 2023*
Level designer   Russia, Online

CG Master Academy   *Graduated 2021*
Level designer   Canada, Online

Peoples' Friendship University of Russia   *Graduated 2015*
Bachelor of Agriculture   Russia, Moscow