DANIL LOBANOV

LEVEL DESIGNER

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EDUCATION

05.2023 – 01.2024 Moscow, Russia	**Level Design** *XYZ School*
09.2011 – 07.2015 Moscow, Russia	**Agriculture, Bachelor degree** *People's Friendship University of Russia*

WORK EXPERIENCE

05.2023 – Present
Moscow, Russia (Remote)
XYZ School
Level Designer

- Creation of 6 level design prototypes in the stealth shooter genre
- To plan, design, iterate and implement levels including creating level layouts, scripting, enemy encounters and ingredients integration
- To ensure that the player experience is consistent with the Game's vision, and is fun & memorable
- Full 6 map creation process, from paper design through whitebox phase, scripting, iteration, debugging, optimization to delivery
- Block and iterate intensively on levels according to feedback, playtest and debug loops
- Participates in prototyping to bring the creative vision on screen
- Collaborates in process and guidelines improvement
- Participates in the tools and the final result debugging at all stages of the production
- Sharing methodology and best practices with peers

SKILLS

- Solid knowledge of game & level design best practices.
- Experience in working with shooter genre
- Experience in creating PVP maps.
- Experience with scripting C#
- Knowledge Unity and Unreal engine
- A proactive and resourceful attitude to problem-solving
- Ability to process, understand and implement feedback
- Ability to prioritize tasks and deliver best quality work in time
- Strong communication and interpersonal skills
- Strong verbal and written communication skills in English
- Open-minded team player attitude
- Strong work ethic and self-motivated
- Passionate about playing and making video games
- Fluent in Russian and Chinese at a conversational level