Danil Lobanov

Level Designer

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About me

I am a game level designer, specializing in designing levels for FPS/TPS/ARPG and other types of games, with over 2 years of experience in game development.
I am familiar with various game engines and programming languages, able to proficiently use a variety of tools and techniques to solve problems in games.
I have good teamwork and communication skills, capable of effectively communicating and collaborating with people from different backgrounds.

Skills:

- Unity、UE5
- Probuilder, World Builder
- C#, Blueprints
- Photohop,Blender,Maya

Languages：

Russian(native)、
English(advanced)、
Chinese（Conversational）；

Education

2023.05-2023.11	**XYZ School** Level designer
2021.07-2021.11	**CG Master Academy** Level designer
2011.09-2015.06	**PFUR** Agronomy (Bachelor)

Certificates

- Level Design for Games by Emilia Schatz
- Foundational C# with Microsoft

Work experience

2021.11-2023.12	**EXBO Level designer** Russia, Moscow

Project: STALCRAFT
I am primarily responsible for game level development, leadingthe design of various scenes such as "Swamp", "Junkyard", and "Bar". I create architectural structures using block models, set up mechanics and puzzles for players, and optimize levels to ensure an enjoyable and comfortable gaming experience.

Pet project

Project : Space Refueling Station
The project was created for a competition among level designers globally. I designed a small-scale third-person stealth mode level. The player's objective is to infiltrate the space refueling station, eliminate enemies, refuel the spaceship, and return to the ship. I independently created the entire world from scratch, utilizing layout blocks, and wrote scripts for triggers and scripted events. The project was completed within two weeks and received very positive feedback from colleagues.
Tools: Unity, ProBuilder.

Project : Star Wars - Mos Eisley
This project aimed to showcase the possibilities of scale in level design. It required creating a level within a small space (80x80) that would give players the impression of a much larger scale. This was achieved by manipulating the vector of player movement direction continuously to create a sense of corridors.
Tools: Unity, ProBuilder.