YEGOR ARTSEV

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3D Level Designer with experience in creating levels for mobile games, including casual and hybrid projects as well as simulators. Proficient in Unity for designing landscapes, environments and biomes, focusing on gameplay flow, patterns, and balance. Experienced in VR/3D level design using Unreal Engine and Unity with a focus on immersion, optimization and realistic educational environments.

Passionate about teamwork, feedback-based testing, and analytics to create intuitive and engaging levels. Ready to bring ideas to life as dynamic worlds offering a seamless gaming experience.

SKILLS

Level Design: Unity, Unreal Engine 5
Game Design: gameplay flow, patterns, balance
Testing & Analytics: heatmaps, A/B testing, retention metrics
Collaboration: idea presentation, meeting deadlines, cross-team coordination
Additional: UX research, creative thinking, VR development
Languages: English - Intermediate, Ukrainian/Russian - Native

TOOLS

- Unity
- Unreal Engine 5
- Figma
- Adobe Photoshop/Illustrator
- Miro
- AI tools

WORK EXPERIENCE

Level Designer for Hybrid Casual & Casual Games
24 Play LLC
Jul 2025 – Nov 2025

- Created levels for mobile games: modeling landscapes, biomes and environments using Unity.
- Balanced gameplay: designed patterns for smooth progression and replayability.
- Collaborated with game designers, artists, and developers: integrated prefabs, lighting and NavMesh for AI routes.
- Tested levels using analytics or iterations and improvements.
- Experience in casual/hybrid games focusing on fast onboarding and progression inspired by Idle and Tower Defense projects.

WORK EXPERIENCE

3D Level Designer | UI/UX
NDA Project
Apr 2025 – Jul 2025

- Created 3D levels and interactive prototypes in Unreal Engine 5 for virtual tours with focus on realistic environments, optimized VR navigation, immersion and smooth gameplay flow.
- Developed gameplay patterns: improved level structures through intuitive hints and reusable assets/prefabs.
- Built systems with reusable elements for efficient and fast iteration.
- Collaborated with developers and clients for idea presentation and solution alignment.

UI/UX Designer | 3D
Green Cities LLC
Mar 2025 – Apr 2025

- Designed adaptive 3D interfaces for e-commerce platforms.
- Built component systems in Figma/Unity for faster development cycles.
- Optimized user experience by improving flow.

3D Level Designer | UX/UI
Khalifa University
May 2024 – Nov 2024

- Designed 3D levels, VR interfaces and models for a medical simulator (real educational tool for the university): created realistic scenes optimized for stable FPS, focusing on learning flow, precise placement for procedure simulation and minimizing user errors.
- Balanced difficulty: improved level structures with hints, NavMesh and realism for better training efficiency.
- Conducted testing and iterations based on usability feedback with attention to VR-specific requirements.

EDUCATION

Software Engineering, 2020–2024, Taras Shevchenko National University of Kyiv
Electronic Communications & Radio Engineering, 2024–2025, Taras Shevchenko National University of Kyiv

COURSES

Introduction to Graphic and Web Design, Jan 2025, Wizeclub Education
Motion 4.0, Dec 2023, Isaev Workshop