

LEVEL DESIGNER / 3D ANIMATOR, 50 000 ГРН.

🔄 23
февраля

📍 Город: [Киев](#)

Возраст: 37 лет

Режим работы: полный рабочий день, удаленная работа, частичная занятость

Категории: Дизайн, творчество

Описание

PROFESSIONAL PROFILE

Experienced Level Designer and QA Engineer VR with deep knowledge of game mechanics, level balance, and gameplay optimization. Proficient in game design, VR and web application testing, as well as cybersecurity. Skilled in working with Unity and Unreal Engine 5, configuring game mechanics, and designing levels with a focus on UX/UI. Additionally experienced in creating character animations in Maya, including working with animation curves and configuring animation sequences.

LEVEL DESIGNER 2023 - 2025

- Developing levels for Idle Arcade and other genres, considering mechanics, difficulty, and player progression.
- **Blocking and Layout:** Positioning key objects, architectural elements, and level geometry.
- **Game Balance:** Adjusting enemies, resources, and level difficulties to maintain optimal gameplay.
- **Performance Optimization:** Reducing system load and ensuring smooth FPS.
- **Environment & Atmosphere:** Working with lighting, sound effects, detailing, and dynamic elements.
- **Game Mechanics Configuration:** Object interactions, event triggers, logic integration.
- **Object Composition & Level Art:** Artistic environment design, creating visually appealing locations.
- **Tools Used:** Unity, Unreal Engine 5, Maya, Photoshop, Figma, Trello

QA ENGINEER 2021 -2023

- Testing VR games for compliance with documentation, functionality, and gameplay experience.
- **Checking compatibility with VR devices:** Oculus Quest, HTC Vive, Valve Index, Pico Neo.
- **Types of testing:** Functional, compatibility, regression, Black Box, localization.
- **Working with test documentation:** test cases, checklists, test plans.
- **Tools Used:** TestRail, Jira, Confluence, Google Business, Trello.

FREELANCE 2020-2021

- Animating 3D characters
- Animation of game objects and environments
- Testing web applications, websites, and online games for global brands: Marc O'Polo, Swarovski, Zeppelin, Pedigree, etc.
- Performing functional, regression, smoke, and API testing.
- Writing unit tests for non-gaming projects (CSV log parser).
- Analyzing competitor platforms and potential partners.

SKILLS

- Game Development
- Level Design
- Level Art:
- 3D Graphics & Animation
- QA & Testing
- Project Management
- Time management
- Teamwork

