
Ryzhkov Vyacheslav

Level designer

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About me

I have an analytical mindset (able to quickly understand the game mechanics, rules and concepts), creative, team player, initiative, reliable, inquisitive and fast in learning. A big fan of tactical, semi-realistic games and RPGs. Fan of deep systemic design in games.

Key Skills

Level Design, Blockmesh, Level Art, Light Art, Paper Planning, Level Design Documentation, Scripting, Maya, Unity, Unreal Engine 4, Game Design

Language

Russian(Native), Ukrainian(Native), English(C2).

Experience

VG Entertainment – *senior level designer*

March 2024 - Present

- **research and reference** gathering
- level design **documentation**
- **POI** design and prototyping
- **mission** design
- **open world** design

Reburn – *level designer*

December 2020 - March 2024

- research and reference gathering
- level design **documentation**
- level **greybox**
- level **scripting**
- **mechanics** prototyping
- **level art**

GSC Game World – *level designer*

June 2020 - November 2020

- designing and prototyping of **open world**
- **POI design and prototyping**
- level design **documentation**
- **implementing quest design**

Devstruction Games – *level designer*

March 2020 - June 2020

- **planning** and **designing** linear level for single player campaign in **racing game**
- **planning** and **designing** open ended levels for single player as well as **multiplayer**
- designing **race tracks**
- setting up **AI for opponents**
- planning **behavior of traffic** on levels

CMS Games LLC – *level designer/unity developer*

October 2017 - February 2018

- creating top down paper map of the level and level design document
- help with **optimization** of the levels
- creating assets lists
- **worked on editor for architects for web**