# ANTON MALGINOV

## LEVEL DESIGNER

## CONTACT

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## EDUCATION

**Level designer / Environment artist**
**School of computer graphics "Game4Art"**
2023 - 2025

**Infocommunication technologies and systems**
**University of Electronic Technology (MIET)**
2013 - 2017

## SKILLS

- Blockout / White Box
- Level Layout & Space Composition
- Environmental Storytelling
- Gameplay Scripting (Blueprints)
- Level Optimization (Collisions, Lighting, Level Streaming, LODs)
- AI (Behavior Tree)
- Documentation
- Basic Modeling & Texturing
- Team Collaboration

## SOFTWARE

- Unreal Engine
- Autodesk Maya
- Adobe Substance Painter
- Adobe Photoshop
- Git
- Microsoft Office

## PROFILE

Junior Level Designer with a strong foundation in blockouts, level gameplay logic, and narrative-driven spaces. After several years in IT, I completed a two-year Level Design program, creating levels with attention to player readability, gameplay pacing, and environmental storytelling. Currently working on indie projects, practicing in Unreal Engine, and expanding my knowledge.

## EXPERIENCE

**Indie Level Designer (part-time)**          **May 2025 – Present**

- Design level layouts for a third-person narrative-driven game.
- Create and iterate on blockouts in Unreal Engine based on team feedback.
- Compile asset lists and define asset requirements.
- Write documentation.
- Collaborate with experienced game developers and junior team members, including game designers, programmers, artists, narrative team, and other level designers.

**Web Specialist / QA (IT / Tourism industry)**          **2018 – Present**

- Worked across multiple roles, starting in QA and transitioning to a web-focused position.
- Performed functional testing of company products.
- Contribute to designing and refining product features, workflows, and UI.
- Collaborate directly with clients, gathering and aligning requirements, and resolving issues.
- Define tasks for developers and validate implemented functionality.
- Prepare, deploy, and support software updates for clients.
- Work with version control systems and CRM tools.
- Administer company websites.
- Developed strong analytical skills, multitasking ability, documentation practices, and problem-solving mindset.

## ACHIEVEMENTS

**1st place winner — LD Jam 2**          **2025**

Competitive level design jam focused on creating a playable level in 2 days (48 hours) based on a provided design brief. The theme of the jam was escaping from an underground mine.
Links:
- Design brief;
- Results and gameplay footage.

## LANGUAGES

Russian – Native
English – Upper-Intermediate (B2)