

DAN VELINOV

LEVEL DESIGNER

CONTACT

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🌐 danvelinov.com

ENGINES

- Unreal Engine
- Unity
- Proprietary Engines

TOOLS

- Autodesk Maya
- Adobe Photoshop
- Variety of diagram tools
- Microsoft Office
- Google Suite
- Confluence
- Perforce
- Git

PRODUCTION

- JIRA
- Trello
- Hack'n'Plan
- Fibery

EDUCATION

Breda University of Applied Sciences

2015 - 2019

BSc - Creative Media and Game Technologies

High School of Mathematics Varna

2009 - 2015

High School Diploma with Major in Physics



PROFILE

Experienced in designing levels and mechanics for games of various genres with good technical knowledge of Unreal Engine.

I think of Level Design as the place where all parts of game development come together, so in order to further my level design skills and understanding of other departments, I have spent some time learning and practicing other aspects of development, such as 3D modelling, set dressing, lighting, audio, UI/UX design and more.



WORK EXPERIENCE

Senior Level Designer — The Breach Studios

Jan 2023 - Apr 2024

Level feature owner for Project ST. Level design support on other projects.

- Defining core pillars and features and setting up guidelines for the project's level design.
- Creating and maintaining the project's level design direction.
- Mentoring junior team members and organizing workshops.
- Coordinating tasks for level design and audio design departments.

Level Designer — The Breach Studios

Oct 2021 - Dec 2022

Level feature owner for Project ST. Level design support on other projects.

Junior Level Designer — PlayMagic Malta

Mar 2020 - Sep 2021

Content development for XIII and several unannounced projects.

- Designing and implementing levels and level elements for a game remake while staying true to the original's spirit.
- Designing core game features and elements related to level design and player feedback.
- Collaborating with a large team from a client company (Sumo Digital).

Intern Technical Designer — Vader Entertainment Korea

Feb 2019 - Jun 2019

- Content development for unreleased projects and bugfixing on projects for VR arcades.
- Prototyping character and game mechanics for VR games.

Dungeon Designer — Lordbound

Jul 2017 - Dec 2018

Content development for an expansion-scale Skyrim addition.

- Start-to-finish dungeon design, including concepting, scripting, set dressing, worldbuilding and more.
- Working remotely and independently with a large multidisciplinary team.