



DAN VELINOV

GAME/LEVEL DESIGNER

Striving to create fun and memorable experiences in every project I tackle.

CONTACT

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🌐 danelinov.com

SOFTWARE SKILLS

ENGINES

- Unreal Engine 4
- Unity
- Bethesda Creation Kit

DEVELOPMENT TOOLS

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

SOURCE CONTROL

- Perforce
- Tortoise SVN
- Git (Fork Client)

PRODUCTION

- JIRA
- Trello
- Hack'n'Plan

EDUCATION

BREDA UNIVERSITY OF APPLIED SCIENCES

- BSc - Creative Media and Game Technologies (2015-2019)

HIGH SCHOOL OF MATHEMATICS VARNA

- High School Diploma with Major in Physics (2009-2015)

WORK EXPERIENCE

JUNIOR LEVEL DESIGNER - PLAYMAGIC MALTA

(March 2020 - Present)

Content development for XIII, a remake of a first person shooter, and several unannounced projects.

- Managing level creation through the entire pipeline, from concept to polished product.
- 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.
- Proactively looking for tasks and working independently with little supervision.
- Guiding team members through certain parts of the development process.
- Collaborating in a large multidisciplinary team.
- Creative problem solving and bugfixing.

INTERN TECHNICAL DESIGNER - VADER ENTERTAINMENT KOREA

(February 2019 - June 2019)

Content development for unreleased projects and bugfixing on projects for VR arcades.

- Designing and prototyping core gameplay.
- Proposing and pitching design concepts to the leadership team.
- Scripting player characters and mechanics using Unreal Blueprints.
- Creating paper and virtual prototypes of levels and mechanics.
- Solving technical problems using creative ideas.
- Troubleshooting and resolving gameplay and optimization issues.
- Designing, developing and troubleshooting for Virtual Reality.

LEVEL DESIGNER - LORDBOUND

(July 2017 - December 2018)

Content development for a large-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.
- Iterating on and polishing content.

STUDENT AT BREDA UNIVERSITY OF APPLIED SCIENCES

(September 2015 - July 2019)

Working on multiple solo and team projects based on briefs and feedback from the teaching staff.

- Designing levels, mechanics and systems for games of different genres.
- Implementing designs using Unreal Engine Blueprints and incorporating all parts of the feature (gameplay, audio, visuals, bugfixing, optimization).
- Working in teams of various sizes.
- Developing using various production methodologies.
- Iterating on content based on internal and external feedback.
- Communicating in multidisciplinary teams.

