
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(fluent).

Experience

VG Entertainment – *senior level designer*

March 2024 - Present

- research and reference gathering
- level design documentation
- greybox
- mission design
- open world design

4A Games – *level designer*

December 2020 - March 2024

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

GSC Game World – *level designer*

June 2020 - November 2020

- planning and implementation of an open world
- filling the open world
- layout planning and implementation of locations in the open world
- formation of asset requests
- work with narrative

Devstruction Games – *level designer*

March 2020 - June 2020

- planning and designing linear level for single player campaign
- 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