DENISS KIRILLOVS

GAME/LEVEL DESIGNER

CONTACT

07504557229

deniss.kirillovs@gmail.com

https://denisskirillovs.github.io/

www.linkedin.com/in/deniss-kirillovs/
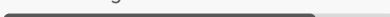
91 Columbine Road, ME2 2YB

PERSONAL SKILLS

Analytical Skills

Communicational Skills

Teamwork
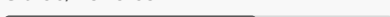
Time Management

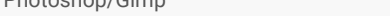Problem Solving Skills

----

SKILLS

Unity/Unreal Engine

MS Office

Github/Perforce

Maya/Blender/Mudbox

Photoshop/Gimp

LANGUAGES

English

Russian

PROFILE

I'm a graduate student with a strong interest in level design for computer games. I completed a 3-year Games Design course, gaining expertise in game design, development, and project management.

I have hands-on experience with Unreal Engine and Unity, collaborating on multiple team projects. I excel in designing and implementing game content and systems, including levels and environments using tools like Maya, Substance Painter, and Figma.

Additionally, I'm proficient in various 3D and 2D art and design software such as Maya, 3DS Max, Substance Painter, Photoshop, Miro, and Figma.

EDUCATION

North Kent College

Creative Media in Games

BTEC Award

2019-2020

Bournemouth University

Games Design and Development

Bachelor's Degree

2020–2023

EXPERIENCE

Exclusion Zone | University Project | 2 Months

- Designed a first-person 3D atmospheric horror environment aimed to explore immersive techniques used in horror games.
- Used academic and professional research to design a level suitable for this project.
- Utilised Unreal Engine 4, Photoshop and Miro for its production.

Heart of the Forest | University Group Project | 2.5 Months

- Worked collaboratively to design levels for a stylised 3D first-person wave survival game inside Unity.
- Used Figma and Photoshop to design the flow of the game and how the player would interact with the game.
- Used Maya and Substance Painter to create 3D Assets used within the game.
- Helped the programming team in bug testing and implementation of game systems and prototypes.
- Designed iterations of levels based on feedback within the team.

Stylised Environment | Personal Project | 1 day

- Small stylised 3D environment created in a minimum of one day exploring the Lumen system inside Unreal Engine 5.
- This project was aimed mostly to learn to create stylised environments for future games and projects.

Stranded Island | University Project | 2 Weeks

- Relatively small-medium-sized 3D environment created inside Unreal Engine 4 as part of my Level Design Fundamentals unit at University.
- Explored modular building system, whiteboxing and Sequencer.
- Achieved an overwhelmingly high grade for this designed environment project.