

LEVEL & GAME DESIGNER

SPIROS KESSARIS

www.spiroskessariss.com / +46 707554728 / spiros.kessariss@gmail.com

I am a Level Designer who likes to combine theoretical knowledge with previous experience to create engaging levels for players. I focus on design aspects such as Level Design and Paper Design. I have a total of 5 years of game design education and have during these years been a part of several student projects, as well as projects at my previous occupations.

EDUCATION

Higher Vocational Education in Game Design, 2 years Stockholm, Sweden
FutureGames 2017 – 2019

Bachelor's Degree in Game Design & Scripting, 3 years Stockholm, Sweden
Södertörns Högskola 2014 – 2017

EXPERIENCE

Junior Level Designer – Fall Damage Studio

[2019 – Ongoing] 11 months

As a Jr Level Designer at Fall Damage my goal has been to create interesting and fun levels for an FPS type prototype. I was responsible for driving the level forward in terms of gameplay, finding the right level design formulas and reiterating the levels upon receiving valuable feedback.

Level Design Intern - Fall Damage Studio

[2019] 4 months

As a Level Design Intern at Fall Damage my responsibilities included: creating fun and different playable spaces which had different objectives that would work with the type of gameplay that we were striving towards. I worked closely with the different departments to ensure that we were all working towards the same goals.

Level Design Intern - Starbreeze Studios

[2019] 4 months

During my time as a Level Design Intern at Starbreeze I was **working closely with many other disciplines** to create a level for “Project Crossfire”. Among the tasks I had were making layout drawings and creating **compelling level designs** in the engine. Unfortunately, the work I did there is still under NDA and thus I cannot go into specifics about it until more is open to the public.

Level Design Intern - Gro Play, 2017, 4 months

At Gro Play I worked as a Level Designer on two different games for children, "Grow Forest" and "Gorbis Robottlab". "Grow Forest" is an open interactive world game and my task for that game was to rework an existing map and spread the content evenly throughout the map. For "Gorbis Robottlab" I created most of the levels with the tools provided by the programmer and made paper designs of possible new features.

TECHNICAL SKILLS

Game Engines: Unreal Engine 4, Unity

Scripting Languages: Blueprints

Version Control: SourceTree, GitHub, Perforce, Plastic

Additional Skills: Maya, Blender, Photoshop

OTHER INTERESTS

Some of my hobbies apart from playing games include playing a variety of instruments and producing music. I also occasionally stream while doing these things to interact with different communities.