

Oleksiy Trubachov

Level Designer

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Work Experience

Functional QA Tester

December 2020 – Present

Global Step Canada – Montreal, Canada

Projects: AAA RAINBOW SIX: EXTRACTION

AAA RAINBOW SIX: SIEGE for Ubisoft Montreal.

- Worked remotely with the FQA team based in Montreal, Canada achieving individual and team scheduled targets.
- Working on various task given by the production manager
- Use of the debugging tool for investigation on current bug and issues
- Daily bug check of the game builds for all platforms (PC, Google Stadia, PS4, XBOX ONE, PS5, XBOX Seies X/S).
- Involved in using JIRA, Confluence, momentum to develop the requirements, test scripts and also defects and track, report and manage defect throughout the test cycle.
- Daily / Weekly playtests of certain game mechanics and features.
- Collaborate on project with other QA Testers and game developers.
- Adding the bugs found in JIRA with description of the steps to reproduce.
- Participated in meetings, planning sessions, group discussions.

Level Designer

April 2019 – July 2020

Dragon's Lake Entertainment – Kyiv, Ukraine

Project: AAA OUTRIDERS for People Can Fly Studio. ([DOWNLOAD PLAYABLE DEMO](#))

Project: Unannounced project based on Unreal Engine 4.

- Designed test level for inner use and script testing
- Designed and scripted a test “whitebox” level
- Prototyped, whiteboxed and scripted arenas
- Designed gameplay levels, taking into account already finished scenes, added items and covers for new arenas and created arenas from scratch
- Prototyped extra or missing assets list, necessary to supplement the levelPrototyping, whiteboxing and engine-scripting arenas
- Designing and scripting gameplay levels taking into account already done scenes, adding elements and cover for both new arenas and already completed levels
- Prototyping additional or missing assets to complete a level
- Prototyping and scripting mini-cutscenes (Antpharms) for existing levels
- Adding collisions for existing arenas and covers in arenas
- Adding and scripting gamepad jitter effects and camera shake in the appropriate places on the levels
- Collaborate on projects with other level designers, game designers, quest designers, meshers and production managers
- Bugfixing
- Participated in meetings, system-demos, presentation of levels for PM and CEO, group discussions

Junior Level Designer

July – October 2018

Frag Lab – Kyiv, Ukraine

Project: SHATTERLINE (Free-to-play PVP-PVE Online FPS)

- Designed and created benchmark-level using the existent assets for understanding the engine's possibilities. Filled the level maximally with geometry, particles, decals, vegetation, cubemaps, cinematics. Created a special script for the level allowing switching any element of the level on/off
- Prototyped, whiteboxed and engine-scripted the level according to the scenario. Used maximally the existent assets in the level's creation according to a task set by the principal level designer (to use at least 70% of the existent assets)
- Scripted the level's gameplay
- Worked on game scenario together with the scriptwriter

- Prototyped all the additional or missing level assets
- Participated in meetings, planning sessions, system-demos, presentation of levels for PM and CEO, group discussions

Junior Level Designer

June – September 2017

Crytek Ukraine – Kyiv, Ukraine

Project: Warface

- Designed and created test levels in CryEngine Sandbox Editor
- Designed and created Assets Zoo Levels
- Fixed bugs on different PVP and PVE levels of onlin first-person shooter Warface
- Created dynamically destroyed objects using Prefabs in CryEngine Sandbox Editor
- Participated in playtests of different levels and special operations of Warface
- Participated in meetings and group discussions

Level Designer/ Game Designer

April 2008 – September 2009

B-Cool Interactive – Kyiv, Ukraine

Projects: Scorpion: Disfigured (released in March 2009)

(<https://www.youtube.com/watch?v=nzx1DEDBJhU>)

Metro 3 – unreleased project;

L.A. Guerilla 2040 - unreleased project

(<https://www.youtube.com/watch?v=vvDYEfK5XjA>)

(<https://www.youtube.com/watch?v=46u8BJ8QXGQ>)

- Created levels from sketch to final gameplay version
- Created technical documentation for levels
- Scripted level events, instructed programmers on gameplay
- Worked in collaboration with other level designers, artists and game designers, leads and technical directors
- Provided game testing and bug-fixing in Game Editor
- Set NPC archetypes and behaviours, created sound effects

Junior Game Designer/Level Designer

August 2007 – March 2008

B-Cool Interactive – Kyiv, Ukraine

- Project: Scorpion: Disfigured
- Participated in the gameplay conception and creation of the levels with support from team members
- Suggested new ideas to create gameplay
- Played test levels, located and fixed bugs
- Assisted game and level designers in the development of the game content
- Participated in group discussions.

Education

Self-taught learner – different online level design courses

1994: High School Diploma, Kyiv High School, Ukraine

Additional Skills & Interests

- Technical Skills: Unreal Engine 4, Unreal Engine 5, CryEngine Sandbox Editor, Far Cry 5 Arcade Editor, Doom SnapMap Editor, Unity 3D, Amazon Lumberyard, Perforce, Jira
- Strong skills in Adobe Photoshop incl. plugins and actions, Adobe Illustrator, Corel Draw, Adobe Dreamweaver, Movavi Video Suite
- Absolute passion for games and for gameplay creation
- Strong creative and technical design skills
- Quick learner, able to quickly understand new mechanics and techniques, open and receptive to new ideas and criticism
- Good communication and organization skills
- Ability to work under pressure to meet deadlines
- Maps creation in Unreal Engine 5, Doom SnapMap Editor, Far Cry 5 Arcade Editor, CryEngine V Sandbox ([please visit my website](#))
- Favourite video games: Metal Gear (1987), DOOM series, RAGE, S.T.A.L.K.E.R series, Metro series, Bioshock series, Crisis 2, Far Cry 5, Tom Clancy's The Division, Gears Of War series, Assassin's Creed series, Watch Dogs series, DeusEx series, Grand Theft Auto V, Dota 2, Diablo III, Silent Hill II, Mass Effect series, A Plague Tale series, Tomb Raider series, Star Craft II, Command & Conquer series
- Languages: English, Ukrainian & Russian