Illia Zeleniuk

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With more than 7 years of experience in game development, I specialize in level design, spatial layout, gameplay scripting, and cross-discipline collaboration across AAA, AA, and indie projects. I have owned flagship level layouts from pre-production documentation and spatial research through Unreal Engine 5 greybox blockouts, event scripting, and art pass integration to commercial release on *The Sinking City 2*. I am passionate about creating immersive player spaces, pacing narrative and combat encounters, and bridging design with art and technical pipelines to deliver polished player experiences.

Specialties

- **Level Design & Blockout:** End-to-end level creation from paper maps and spatial research to functional UE5 blockouts, sightlines, and environmental pacing.
- **Gameplay & Event Scripting:** Visual and logic scripting for mission events, combat encounters, narrative beats, and environmental puzzle mechanics.
- **World Composition & Landmarks:** Integrating environmental storytelling, navigation landmarks, and player orientation within complex location layouts.
- **Cross-Discipline Collaboration:** Bridging Level Design with Environment Art, Narrative, Animation, and Audio teams from greybox to art finalization.
- **Technical Documentation:** Authoring comprehensive GDDs, level flow schemes, mechanics breakdowns, pitch decks, and balancing spreadsheets.
- **Production & Team Coordination:** Managing task scoping, sprint decomposition, feedback loops, and temporary team leadership.
- **Quality Control & Pipelines:** Deep understanding of AAA development milestones, console compliance, build verification, and Jira defect workflows.

Experience

Level Designer | Frogwares — July 2023 – November 2026

The Sinking City 2 (Unreal Engine 5)

- Owned the flagship **Fish Market** level throughout all development stages: pitching, spatial research, map schemes, functional blockouts, event scripting, art handoff, and final release.
- Designed narrative and environmental pacing by integrating the *Phorcys* ship crash into the Fish Market layout, utilizing the breached hull as both a main objective entrance and a primary orientation landmark.
- Pitched, prototyped, and implemented custom environmental puzzle mechanics—including battery-powered starfish devices used for progression gates—following studio scripting standards.
- Built initial blockouts in Unreal Engine 5 and iterated based on producer and creative leadership feedback, maintaining close alignment with Environment Art through transition passes to final polish.
- Scripted all level events, narrative sequences, ambient behaviors, and combat encounters using Frogwares' proprietary UE5 scripting tools across all stages of production.
- Managed production level integration using **Git** (pushing thousands of commits across level assets, Blueprints, and scripting data) while fixing logic bugs up to release candidate.

Game Designer | Moonmana **December 2021 – 2023**
Gone With The Storms | Haddie's Pizzeria | Client Projects (Amazon, Paradox Interactive)

- Authored comprehensive Game Design Documentation (GDDs), pitch presentations, proof-of-concept documents, balancing spreadsheets, and narrative scripts for internal and external projects.
- Designed gameplay systems and quest flows for *Gone With The Storms*, including dialogue mechanics, quest trees, and location-specific encounter rules.
- Created location design documentation, 3D artist pipeline guidebooks, and marketing asset collections for Epic Games Store release (*Haddie's Pizzeria*).
- Delivered live speaking presentations and concept pitches directly to executive clients, including Amazon, Paradox Interactive (Surviving Mars DLC pitch), RocketRide Games, and Carry1st.
- Served as temporary Team Lead across multiple projects: managed scoping, task decomposition, and conducted design reviews for 2D/3D artists, engineers, animators, and game designers.

Middle / Junior Game Tester (QC) | Ubisoft Kyiv **February 2019 – December 2021**
Tom Clancy's The Division 2 | Far Cry 6

- Executed quality assurance testing across AAA pre-release builds, identifying critical gameplay, level collision, UI, and scripting defects.
- Authored test cases, regression sweeps, and defect reports in Jira with clear reproduction steps and priority tagging.
- Collaborated daily with international production, level design, and QA teams across multiple Ubisoft studios (including Ubisoft Toronto).
- Mastered AAA development pipelines, console compliance testing, version control workflows, and build verification processes.

Game Designer, QA Engineer & Audio Composer | Burp! Games **April 2017 – 2021**
Indie Projects

- Co-conceptualized core game ideas, world lore, character designs, and gameplay mechanics for independent team titles.
- Performed functional QA testing and design evaluation to ensure mechanics alignment and visual polish.
- Composed original music tracks and sound assets across active projects.

Skills & Software

Engines & Tools: Unreal Engine 5, Unreal Engine 4, Godot, Blender, proprietary level scripting tools.

Design Competencies: Level Layout & Greyboxing, Spatial Pacing, Encounter Design, Visual Scripting (UE Blueprints), Mechanic Prototyping, GDD Authoring, Client Pitching, Scoping & Balancing.

Version Control & Databases: Git (primary daily version control), Perforce (P4), Subversion (SVN), Mercurial (TortoiseHg), Jira, Confluence, Phabricator.

Languages: English (Upper-Intermediate / Fluent — spoken & written), Ukrainian (Native).

Education

Kyiv National Linguistics University **2014 – 2015**
English Philology