

ANDREY GORCHAKOV

Russia, Moscow / Turkey · Ready for relocation

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LEAD LEVEL DESIGNER

A highly-motivated and versatile designer with over 10 years of experience producing levels, missions, encounters, in-game scenes and systems for their support across 5 different projects of various genres. Specialize in creating tactical spaces and paths with a strong focus on environmental storytelling and narrative, memorable moment to moment gameplay, breathtaking scenery and events combining with meaningful gameplay choices. Highly creative and passionate about games, open-minded but research-driven decision-maker with an understanding of the necessity of analysis, prototyping, playtest and collaboration with other teams.

COMPETENCIES & TECHNICAL SKILLS

Level Design Pacing and Flow • Design & Script Missions, Encounters and Bossfights • Prototype and R&D • Cutscene production • Mechanics analysis • Pipeline development • Team & Production management • Technical Specifications development
Unreal Engine 4/5 & Blueprints • CryEngine & Flowgraphs • WorldMachine • Excel • Jira/Confluence • SVN/Git/Perforce

PROJECTS HIGHLIGHTS

WARFACE FIRST PERSON SHOOTER

PRODUCTION STAGE **2022 – PRESENT DAY**

- Lead level designer in a team of 3 people, directing the production of PVE missions with the introduction of new principles in level design, flow, encounters feel, and presentation of story-telling elements
- Setting the quality bar of encounters and Bossfights design and scripting by finding a fresh use of old mechanics, their combinations and synergy
- Develop Naming Conventions, Design Dictionary and Level Designers Knowledge Database
- Requesting features and collaborate on updating landscape shaders, optimization and modular assets production as well as improving editor and level design tools specifications

ARMORED WARFARE TANK-ACTION GAME

PRODUCTION STAGE

2016 – 2021

- Lead level design role in establishing principles of level design, flow, level art, encounters, and cutscenes production of story-driven missions
- Manage, review and mentor Level Design Team of 3-8 people over 5 years timeline and adjust pipeline production, which allowed Team to develop 23 unique PVE missions and 9 PVP maps during that period
- Reduce production time cost of levels with design of improved editor and level designers tools, implement WorldMachine into the pipeline, identify bottlenecks and optimize production process
- Improved AI encounters, game mechanics and enhanced scripted levels for hardcore co-op difficulty

F.R.A.G. FIRST PERSON SHOOTER

CONCEPT - ALPHA STAGE

2015 – 2016

- Establish level design principles, develop levels, mechanics, cutscenes for vertical slice mission
- UE4 Blueprints prototypes of Left4Dead-like AI Director for co-op missions for vertical slice
- R&D of core game mechanics, player's classes, game modes and USP

CANCELED PROJECT SPACESIM

CONCEPT - VS STAGE

2014 – 2015

- Design and develop level flow, cutscene and boss mechanics for co-op mission for vertical slice
- R&D of core game mechanics, player's classes, game modes, USP

ALLODS ONLINE MMORPG

PRODUCTION STAGE

2010 – 2013

- Develop open-world zones and Solo/Group Dungeons with a strong focus on quests, scripting, level design, level art, encounters, bosses and player activities
- Raised CCU in summertime with the creation of exclusive map featuring non-combat fun activities