

Level Design Resume



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Objective

Passionate and detail-oriented Level Designer seeking to start a career in the gaming industry. Open to any area of game development to build expertise and contribute to innovative projects within a dynamic team.

Skills

- Proficient in level design tools: Valve Hammer Editor for GoldSource and Source.
- Basic programming knowledge: C, Python.
- Strong understanding of gameplay mechanics and map design principles.
- Experience with scripting sequences and interactive elements in maps.

Professional Experience

Community Level Designer

Freelance, Remote

2011 – Present

- Founded Pyro-Zone, a Level Design Studio on GameBanana with over 30 members, focusing on collaborative map creation.
 - Collaborated with prominent communities such as Mapping.ro, CS16.ro, InDungi.ro, and ExtreamCS.com.
 - Worked with notable figures in the modding community, including DocRock and JealPaul from Black Mesa: Source, providing mentorship and advice.
 - Hosted a globally ranked #1 Half-Life Deathmatch server in 2021, featuring gameplay livestreamed by Nexus Romania.
 - Designed and published over 30 community maps and a Half-Life MOD.
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Education

Computer Science (Incomplete)

"Politehnica" University of Bucharest, Romania

2015 – 2019

- Completed 4 years of coursework in Computer Science, focusing on programming and game development.
- Developed "Bow and Arrow" and "Sky Roads" games from scratch using OpenGL.
- Assembly, SQL, C, Python, Java, HTML, CSS, Packet Tracer

Projects



- **de_mesa**

- Featured on the front page of GameBanana in 2013 with over 15k views in less than a week.
- Half-Life-themed CS 1.6 map with medium size, scripted sequences, and interactivity, including dynamic area changes.
- [View Project](#)

- **de_trim**

- First CSGO map, featured on the Steam Workshop front page for two weeks in 2020 during the Christmas period.
- Unique layout inspired by de_kabul, focusing on one bombsite gameplay.
- [View Project](#)

- **Half-Life: The Volcano (Mod)**

- Collaborated as one of two level designers from 2011 to 2013, achieving rank in top 5% on MODDB during its alpha stage.
- Consisted of 12 maps with positive reviews and notable YouTube coverage.
- [View Project](#)

- **Popular GoldSource Maps**

- **hl_pyrozone**: First HLDLM map, seen on servers all around the world including Czech Republic and Argentina
- **de_rds32**: Received a review from the admin of 17buddies.rocks
- **de_alcool**: CS 1.6 map that remains popular even in 2024

- **Notable Source Work**

- **awp_avulon**: Created for a prominent Romanian CSGO community.
 - **de_harb**: I consider this to be my best map visually, unfortunately I have lost the source file and was not able to continue its development
 - **de_sharp**: Intended for my Bachelor's Degree Thesis
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Achievements

- Featured on the front page of GameBanana (2013) and Steam Workshop (2020).
 - Mod "Half-Life: The Volcano" ranked in the top 5% on MODDB.
 - Designed two maps for a private high school tournament in Lithuania (2014).
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Interests

- Sports, Music, Movies
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Languages

- English: C1
- Romanian: Native

About Me

Dedicated and highly creative individual with a strong passion for level design. I enjoy solving complex gameplay challenges and bringing immersive worlds to life. With years of experience in modding and map creation, I am eager to contribute my skills to professional game development teams.

References

Available upon request.