



www.konstantinos-tzinas.com



linkedin.com/in/konstantinostzinas/



konstantinos.tzinas@gmail.com

KONSTANTINOS TZINAS

LEVEL DESIGNER

SKILLS



Unreal Engine | 6 years



Unity | 2 years



C# Scripting | 3 years



Perforce | 4 years



JIRA | 4 years



Maya | 4 years



3DS Max | 3 years



Sketchup | 10 years



Photoshop | 10 years



InDesign | 3 years

EDUCATION

M.S. in Interactive Entertainment | Florida Interactive Entertainment Academy

M.S in Architecture and Engineering | Technical University of Crete

B.Arch. | Technical University of Crete

LANGUAGES

Greek | Native Speaker

English | Fluent

French | Intremediate

ADDITIONAL

Military Service
30th Engineering Batallion,
Evros, Greece

Present

2021

Bioshock 4 | Cloud Chamber, a 2K Studio

Level Designer

- Designed, prototyped and blocked out areas in the game.
- Designed and scripted Main and Side Quests.
- Implemented puzzles, utilizing the game's various elements.
- Worked closely with Environment Artists and Writers to ensure cohesiveness between a level's architecture, story and gameplay.
- Created and maintained documentation on levels, mechanics and Unreal tools and techniques.

2020

Keepers of The Trees | Studio Chili

Level Designer

- Responsible for the first level of the game, from conception to shipping:
 - Original concept, conveyance techniques, pacing and progression diagrams
 - Whiteboxing, debugging, set dressing and optimizing the level. Implemented feedback and modified puzzle difficulty based on playtesting sessions.
 - Implementing a custom camera system, creating a level with high production value
 - Scripting trigger events throughout the level.
- Responsible for developing an in-engine catalog of possible puzzle variations, combining the game's ingredients. As a result, I created an interactive documentation system everyone had access to

2019

2020

Florida Interactive Entertainment Academy

Level Designer

- "Project Everglades" | Responsible for:
 - Designing, set dressing and lighting 2 maps for a combat simulation application
 - Reiterating on maps provided by external contractors to meet client's expectations
 - Modifying asset's materials and LODs to achieve a cohesive aesthetic result.
- Designed, Whiteboxed, scripted, debugged optimized and set dressed 3 personal levels.

2019

2018

Transformable Intelligent Environments Lab Technical University Of Crete

Research Assistant

- Member of the "Virtual Reality" Module, being responsible for :
 - Applying Gaming Theory to Architectural Practices
 - Developing Architectural Environments for VR Applications
 - Designing, Modelling and Texturing Assets for VR Applications

2015

2016

Atelier 66 | Dimitris and Souzana Antonakakis Architects

Architectural Designer Intern

- Design and curation of "Atelier 66: 50 years of Architectural Presence" Exhibition