Ellie Tsamouli
Level / World Designer

CONTACT DETAILS

Email: tsamouliellie@gmail.com   **Portfolio:** https://www.ellietsamouli.com/

Phone: +46 73 574 2024   **LinkedIn:** https://www.linkedin.com/in/ellie-tsamouli-252635286/

SUMMARY

Level Designer with over three years of experience working on both professional and personal projects. My work focuses on creating environments that support player flow, readability, and meaningful interaction through strong spatial design and gameplay systems. I have collaborated within multidisciplinary teams to build and iterate on large-scale environments, features, and encounters under strict production constraints. I am motivated by designing spaces that support player agency while maintaining clarity, structure, and strong gameplay flow.

WORK EXPERIENCE

Equinox: Homecoming | Blue Scarab Entertainment

MAY 2025 – DECEMBER 2025 [RELEASED] | Hybrid - Trainee: World Designer

- Designed and implemented gameplay spaces across two large-scale maps, focusing on traversal, points of interest, and player activities.
- Owned and implemented a gameplay feature integrated with core systems within a live production environment.
- Collaborated closely with level design and technical art to ensure gameplay readability, consistency, and performance.
- Implemented and optimized navigation systems, including navmesh debugging, gameplay volumes, and boundary configuration.
- Worked with Houdini, landscape splines, and procedural workflows to support worldbuilding and level design.

PROJECTS

Blade of Power

2024 [RELEASED] | Onsite - Team Project: Level Designer

- Designed and implemented onboarding spaces and final combat arena, supporting pacing and player progression.
- Created and iterated on combat encounters, focusing on flow, readability, and player choice.
- Collaborated with the team to refine layouts and gameplay based on feedback and testing.

Annie

2025 [COMPLETED] – Hybrid - Team Project: Level Designer

- Designed and implemented modular level layouts under strict technical constraints to support gameplay systems and room swapping.
- Developed a spline-based tool to improve iteration speed and introduce spatial variation.
- Created a modular kit to support efficient level building and design iteration.

EDUCATION

2018 - 2023 University of Patras, Greece
Bachelor of Economics in Business Administration

2023-2025 Futuregames, Sweden
Higher Vocational Education in Game Design

WORLD AND LEVEL DESIGN SKILLSET

Tools:	Skills:
Unreal Engine 5	World & Level Design (player flow, readability, pacing)
Photoshop/Gimp	Gameplay Systems & Feature Implementation
Maya	Encounter & Event Design
Houdini	Visual Scripting & Rapid Prototyping