Ellie Tsamouli

LEVEL / WORLD DESIGNER

CONTACT DETAILS

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TOOLS

- Unreal Engine 5
- Unity
- Photoshop / Gimp
- Maya
- Houdini

SKILLS

- Level Blockouts Layouts
- Open World Layout & Exploration
- Feature Implementation
- Encounter & Event Design
- Visual Scripting & Rapid Prototyping
- Custom Tool Making

EDUCATION

2023-2025 Futuregames, Sweden

Higher Vocational Education in Game Design

2018 - 2023 University of Patras, Greece

Bachelor in Business Administration

SUMMARY

Hey! My name is Ellie, and I am a level designer with over two years of experience across both professional and team projects. I recently worked on Equinox, an open-world live title, where I designed and implemented two large-scale maps and a gameplay feature aimed at improving player engagement and world-building.

My experience also includes developing custom modular kits and tools to support faster iteration, as well as designing encounters that shape pacing and gameplay flow. I'm comfortable working on the technical side of design, building prototypes as proof of concept, and using tools such as Maya, Houdini, and Photoshop to validate my ideas.

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, improving player flow, readability, and engagement through traversal and points of interest.
- Owned and implemented a gameplay feature integrated with core systems, enhancing player interaction within a live production environment.
- Collaborated closely with level design and technical art to maintain gameplay clarity, consistency, and performance across content.
- Implemented and optimized navigation systems (navmesh, gameplay volumes, boundaries), resolving critical issues for stable live builds.
- Worked with Houdini, landscape splines, and procedural tools used for achieving consistency and faster production and iteration processes.

PROJECTS

Blade of Power

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

- Designed onboarding spaces and a final combat arena, establishing pacing, player progression, and encounter clarity.
- Iterated on combat encounters to improve gameplay flow, readability, and player decision-making.
- Collaborated with the team to refine layouts and gameplay based on feedback, resulting in more cohesive and responsive player experiences.

Annie

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

- Designed and implemented modular level layouts under technical constraints, enabling scalable gameplay systems and spatial variety.
- Developed a spline-based tool to increase iteration speed and introduce flexible level variation.
- Created a custom modular kit to streamline level building and improve design efficiency.