

Ellie Tsamouli

Level | World Designer

CONTACT DETAILS

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SUMMARY

I have experience designing and implementing interactive gameplay systems and playable spaces across team-based and professional projects. I've worked hands-on with world gameplay features, encounter design, and scripted events, collaborating closely with designers, programmers, and artists alike. I'm comfortable working within technical constraints and using tools to improve workflows and support faster iteration. I'm motivated by improving my craft and contributing to thoughtful, meaningful player experiences.

WORK EXPERIENCE

Equinox: Homecoming

MAY 2025 – DECEMBER 2025 [RELEASED] Early Access | Mostly Remote - Trainee: World Designer

- Worked with tools such as Houdini, landscape splines, and procedural content workflows to support worldbuilding and level design.
- Fully designed and implemented a new gameplay feature integrated with core systems.
- Designed and polished one complete map and co-developed a large-scale second map, supporting blackout, polish, and set dressing.
- Implemented and optimized navigation systems, including navmesh debugging, volume placement, and boundary configuration.

PROJECTS

Blade of Power

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

- Fully conceptualized, designed, and set-dressed the onboarding dungeons and final arena
- Designed and implemented encounters and event sequences to reinforce player onboarding, pacing, and combat flow

Annie

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

- Conceptualized, designed, and set-dressed all modular rooms for the game.
- Created a modular kit to support rapid iteration and layout flexibility.
- Scripted and developed a spline-based tool to streamline room design and iteration.
- Designed room layouts within strict technical constraints to support room swapping and gameplay systems.

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:

- Unreal Engine 5
- Unity
- Maya
- Houdini

Skills:

- World & Level Design (player flow, readability, pacing)
- Gameplay Systems & Feature Implementation
- Encounter & Event Design
- Visual Scripting & Rapid Prototyping