

Ellie Tsamouli


LEVEL DESIGNER

CONTACT DETAILS

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TOOLS

- Unreal Engine 5 (Blueprints)
- Houdini
- Maya
- Photoshop / GIMP
- Unity

SKILLS

- Gameplay Space Design
- Player Flow & Readability
- Playtesting & Iteration
- Encounter Design
- Rapid Prototyping

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, a released open-world title, where I designed and implemented two large-scale gameplay spaces and a gameplay feature aimed at improving player flow, readability, engagement, and exploration.

My experience includes designing gameplay spaces that shape pacing, player decision-making, and traversal, while collaborating closely with multidisciplinary teams to iterate on layouts through feedback and playtesting. I'm also comfortable working on the technical side of design, building prototypes as proof of concept, as well as using tools such as Photoshop to communicate and justify my ideas and decisions.

WORK EXPERIENCE

Equinox: Homecoming | Blue Scarab Entertainment

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

- Designed and implemented gameplay spaces across two large-scale maps, implementing environmental storytelling, ensured readability, and engagement through traversal and points of interest.
- Owned and implemented a gameplay feature integrated with core systems, expanding player interaction and gameplay opportunities.
- Collaborated closely with designers, technical artists, and programmers to maintain gameplay clarity, readability, and consistency across large-scale environments.
- Implemented and optimized navigation systems (navmesh, gameplay volumes, boundaries), improving player navigation and gameplay readability.
- Worked with Houdini, landscape splines, and procedural workflows to support efficient iteration and scalable content production.
- Iterated on gameplay spaces through playtesting and feedback, improving gameplay flow.

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 based on level goals, 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 gameplay spaces for a first-person horror experience centered on exploration, puzzle-solving, and player progression.
- Created interconnected environments that guided players through challenges using visual cues, level flow, and pacing.
- Created and used a modular kit for blockouts to support rapid iteration throughout development.