Ellie Tsamouli
Level | World Designer

CONTACT DETAILS

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SUMMARY

I have experience designing and implementing gameplay spaces that support player flow, readability, and meaningful interaction across both team-based and professional projects. My work focuses on shaping environments that guide player behavior, reinforce mechanics, and create engaging moment-to-moment experiences. I have collaborated closely with multidisciplinary teams to build and iterate on encounter spaces, world features, and level layouts while working within technical constraints. I am motivated by crafting thoughtful spaces that support clear player understanding and deliver cohesive gameplay experiences.

WORK EXPERIENCE

Equinox: Homecoming | Blue Scarab Entertainment

MAY 2025 – DECEMBER 2025 [RELEASED] Early Access | Hybrid - 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 blockout, 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
- Iterated on existing levels and content, refining layouts and encounters based on project needs and team feedback.
- Designed encounters and events to support onboarding, pacing, and combat flow

Annie

2025 [COMPLETED] – 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:	Skills:
● Unreal Engine 5	● World & Level Design (player flow, readability, pacing)
● Unity	● Gameplay Systems & Feature Implementation
● Maya	● Encounter & Event Design
● Houdini	● Visual Scripting & Rapid Prototyping