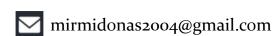
Achilles Maziotis Vasileiou

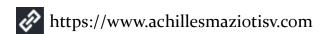
Level Designer





As a Level Designer, I am passionate and highly motivated to continuously develop my skills. In the past 5 years, I have proven myself to be a hardworking developer. I have worked on various projects and always strive to enhance not only the quality of my own work but also the overall quality of the games I contribute to.







FutureGames Warsaw : Game / Level Design

FutureGames Warsaw - On site Course (CD Projekt Red Campus)

- O Expand my Game / Level Design knowledge and skills
- I worked as a Level Designer on 4 different game projects
- Troubleshooting and resolving issues through communication
- Working with other disciplines
- Understanding and getting feedback
- Enhancing soft skills

2019 - 2021 Nefelia Academy : Game / Level Design

Nefelia Academy - Online Course

- Top-Down 2D vector graphics
- Programming language C#
- Sketching and creating documents for my Levels
- Sprite animations
- Level Design techniques
- *User Interface*

2022 Summer Erasmus + : Web Design / Web Development

Moveu - Professional Services S.I - Madrid, Spain

O During this internship, I learned how to work and communicate effectively with other team members, as well as how to manage my time to meet assigned deadlines.

2018 - 2021 High School Diploma : Computer Science

Epal Stavroupolis - Thessaloniki, Greece

Published Games

Game Project 1 The Neighbourhood Accident

- Level / Game Design
- Team size 10
- Duration 2 weeks
- Published November 2023

Game Project 2 Down the Hill

- Level / Game Design
- O Team size 18
- Duration 4 weeks
- O Published March 2024

Game Project 3 WIP

Game Project 4 WIP











