



Achilles Maziotis Vasileiou

Level Designer

 mirmidonas2004@gmail.com

 <https://www.linkedin.com/in/achilles-maziotis-vasileiou/>

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.

Portfolio

 <https://www.achillesmaziotisv.com>

Education

2023-25

FutureGames Warsaw : Game / Level Design

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

- *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

- *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*
- *Team size 18*
- *Duration 4 weeks*
- *Published March 2024*

Game Project 3

WIP

Game Project 4

WIP

Hobbies

