



# KIRILL BUYANIN

## Level Designer

✉ diforuz@gmail.com

☎ +35679240884

📍 02230 Espoo, Finland

🌐 www.kirbuyanin.com

## Tech Skills

- Unreal, Unity, Northlight, 4A Engine
- Scripting: Blueprints, C#, Lua
- Maya, SketchUp
- Adobe Premiere, Photoshop

## Languages

- English (fluent)
- Finnish (basic)
- Spanish (basic)
- Russian (native)

## Education

- CG Master Academy  
*Level Design for Games (2020)*
- Udemy  
*Developing Games with UE4 (2019)*
- Moscow State Agro Engineering University  
*Economics and Computer science (2009-12)*
- State University of Trade and Economics  
*Computer & Network Support (2006-09)*

## Summary

Game and level designer since 2012, with multiple shipped games on PC, console, and mobile platforms. Specialized in single-player level design, mission scripting and combat design.

## Professional Experience

### Remedy Entertainment | Senior Level Designer *fall 2019 – Present*

Worked on **Alan Wake 2**:

- worked on campaign "Return", chapters 3-6: planned level flow, built blockouts, and scripted mission events.
- designed and implemented combat encounters and boss fights.

Worked on **CrossfireX Operation Spectre**:

- worked on various levels: layout planning, blockouts, events scripting;
- designed and implemented combat encounters

### 4A Games | Game Designer *fall 2017 – summer 2019*

Worked on **Metro Exodus & Metro Exodus: The Two Colonels**

- created various indoor and outdoor locations: from blockouts to final stage, including scripting, combat, lighting and set dressing
- worked on loot distribution and weapon progression system;

### King | Level Designer *summer 2015 – spring 2017*

Worked on **Unannounced RPG project**

- designed game levels, tutorials and worked on balancing sheets;
- designed and implemented combat encounters;

### Glu Mobile | Game and Level Designer *fall 2011 – spring 2015*

Worked on **3 mobile games**:

**Contract Killer Sniper, Frontline Commando 2, Heroes of Destiny**

- designed levels and environments: planning layouts and mission flow, building blockouts and implementing game components
- designed and implemented combat encounters and boss fights.
- designed and implemented heroes' abilities.