

# Darko Ignjatovic

Level Designer

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## Objective

Motivated and passionate level designer seeking an internship position to expand my knowledge and skill set. Due to hard work and experience, I am confident that I can be a positive contribution to your studio.

## Experience

### Level Designer at Emerged Games

- Year: 2014-2015
- Platform: Wii U
- Tools: Unity, Photoshop, TortoiseSVN, Microsoft Office
- Role: Design and creation of modular levels for a 3v1 twin stick shooter

### Game Designer at Ships Inc.

- Year: 2014
- Platform: PC
- Tools: Unity, Photoshop, TortoiseSVN, Microsoft Office
- Role: Designing levels, gameplay and UX/UI for a party brawler

## Skills

### General Skills

- White boxing levels
- World building/Asset placement
- Design documentation
- Gameplay design
- Basic scripting (Blueprints)
- English
- Dutch (Native)

### Technical Skills

- Unreal Engine 4
- Unity
- Game maker
- Adobe Photoshop
- Adobe Illustrator
- Perforce
- Mantis Bug Tracker

## Education

### NHTV Breda university of Applied Sciences, Breda

- 2013-Present
- BSc. International Game Architecture and Design

### Stenden university of Applied Sciences, Assen

- 2010-2012 (Propaedeutic only)
- Bachelor of Primary Education

### Lindenberg, Leek

- 2005-2009
- HAVO, Economy & Society

## Awards & Recognition

### Global Game Jam 2016

- 2nd place, Breda
- Audience award, Breda