

# Irina Burylina

## Level Designer

*Level Designer with expertise in game design, narrative design, art direction, and team management. Proficient both in Unity and Unreal Engine 5.*

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### Key Skills

- World building
- Interior and exterior environment design
- Creating and iterating level blockouts
- Puzzle design
- Blueprints
- Sketching
- Iterative Design and Prototyping
- Process Building and Pipeline Creation
- Team Coordination
- Designing Narrative-Driven Locations

### Software

- Unreal Engine 5
- Unity
- 3D Modeling Tools (within Unity and UE5)
- Adobe Photoshop
- Canva
- Jira, Confluence
- Notion
- Miro
- Git (Version Control)
- Sourcetree, Fork, GitHub Desktop

### Certifications

- CGMA Level Design (2024)
- Game Producer (2021)
- Facilitation Certificate (2021)
- Narrative Design (2019)

### Languages

- English (Corporate)
- Japanese (Intermediate)
- Russian (Native)

### Education

Japanese and English Languages Teacher  
MGPU  
2009-2014

### Professional Experience

#### Level Designer ([Savior Syndrome](#))

Half-Price Punk Spiders, Aug 2024 - present

- Authored Level Design and Game Design documentation, including detailed location schemes, sketches, and moodboards
- Designed and iterated level blockouts and created environmental models using Unity
- Implemented quest systems, scripted gameplay events, and set up NPCs to align with narrative objectives
- Designed and implemented level design and game design working pipelines
- Pioneered the location creation process for a narrative-driven indie RPG, setting a standard for team workflows and stylistic consistency

#### Producer ([Puzzle Odyssey](#), [Hero Wars](#))

Nexters, Nov 2021 - Jun 2023

- Defined high-level goals and directed cross-functional teams to execute the project vision effectively
- Designed and implemented streamlined content pipelines, reducing development bottlenecks and improving overall team productivity
- Mentored team members, enhancing their technical and creative skills to meet project standards

#### Lead Game Designer / Level Designer ([Puzzle Odyssey](#))

Nexters, Apr 2021 - Nov 2021

- Directed the design and implementation of gameplay mechanics and immersive locations using Unity
- Managed feature development pipelines, from conceptualization through release, ensuring alignment with project goals
- Created comprehensive roadmaps and optimized workflows, fostering collaboration across design, art, and programming teams
- Developed and implemented a cross-departmental pipeline for level creation, reducing production time with each iteration
- Collaborated with developers to create custom Unity tools for faster level creation

#### Senior Game Designer / Level Designer ([Puzzle Odyssey](#))

Nexters, Jan 2018 - Apr 2021

- Developed and implemented gameplay systems, narrative-driven locations, and environmental puzzles in Unity
- Authored and maintained Game and Level Design documentation
- Coordinated tasks using Jira and facilitated interdepartmental collaboration to deliver polished gameplay experiences
- Introduced new practices for improving map readability and player navigation, positively impacting overall gameplay quality

#### Game Designer ([Magic Islands](#), [Fashion Farm](#))

Star Island Games, Aug 2016 - Jan 2018

- Delivered weekly updates for browser-based games, overseeing the full cycle from concept to implementation
- Created engaging narratives, balanced core gameplay mechanics, and scripted dynamic in-game events
- Worked closely with art and development teams to ensure cohesive player experiences