EUGEN ZVONIMIR ČANIĆ

LEVEL DESIGNER

CONTACT

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- in linkedin.com/in/ezc-xyz77
- 📍 Remote - Zagreb, Croatia

SOFTWARE
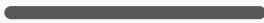
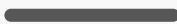|	
Blender	
Unreal Engine 5	
Photoshop	
Substance Suite	
Zbrush	
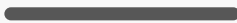
EDUCATION

University of Zagreb - Architecture and Urban Planning

Master's Degree in Architecture

Sept 2011 - Dec 2018

COURSES

CG Masters Academy:

Level Design for Games

July - Sept 2024

Art of Lighting for Games

Sept - Dec 2022

Modular Environments for Unreal Engine

Sept - Dec 2022

LANGUAGES

Croatian - Native
English - CAE certificate
German - B1 certificate

Level Designer from Zagreb, Croatia, with 5 years of experience working on AA game titles. I started my journey towards creative endeavors in the field of architecture, but my inclinations for fictional and bigger-than-life spaces led me to the video game industry.

My life goal is to create spectacular and breathtaking levels that people can explore, rummage through, and experience in video games.
I am always striving to push the limits of my knowledge and skills in world building to bring the most sublime experience to the players.

EXPERTISE

Level Design   **Game Level Art**   **Architectural Design**

WORK EXPERIENCE

Level Designer

Rustic Roost Studio   Feb 2025 - Present
- working on the ARK Survival Evolved: Aquatica DLC and the upcoming For The Stars

Level Design
- responsible for various levels, locations and design mechanics, project still in works

Freelance Level Designer

Remote Freelance   Oct 2023 - Present

- working on several indie projects

Ship Happens
- multiplayer local co-op ship battling simulator
- worked on the starting level for the game's prototype

PROTO MMO
- cyberpunk multiplayer shooter
- designed and created blockouts for starting levels and a Town Hub level where the players would gather

Mid Level Designer

Gamepires   Oct 2019 - Aug 2023
- worked on the open-world survival game SCUM

Level Design
- responsible for designing, modeling, implementing and optimizing various game levels in Unreal Engine 4 that were released in live updates
- created blockouts, diagrams and layouts for open world levels
- worked on level and general game optimization overhauls, fixing bugs on levels and the open world, collaborating with coders and Q&A colleagues on testing and implementing levels into live updates
- helped to mentor and on-board arriving colleagues in Level Design Team, created documentation for specific tasks and co-managed junior team members on some level overhaul tasks

Level Art
- created environment assets for the levels
- modeled buildings, roads, props and furniture for the levels, created seamless textures for materials and atlas textures for hero props

Junior 3D Artist

LGM Games   Apr - Oct 2019
- worked on Starpoint Gemini 3

3D Modeling
- worked on hard surface assets, environment and cinematic props, in game characters