

EUGEN ZVONIMIR ČANIĆ



LEVEL DESIGNER

CONTACT

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- Zagreb, Croatia

SOFTWARE

- Blender
- Unreal Engine
- 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 game 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

Freelance Level Designer

Remote Freelance Oct 2023 - Present

- working on several yet unannounced 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 textures materials for specific locations, and made seamless textures for shared locations and assets around the map
- worked on specific case locations, like the vendor interior locations in Safe Trading zones and did set dressing and lighting for Cinematic trailer 0.9

Junior 3D Artist

LGM Games Apr - Oct 2019

- worked on Starpoint Gemini 3
- 3D Modeling**
- hard surface assets - modeling, UV unwrapping and texturing various futuristic items
 - environment and cinematic props - modeling and texturing
 - in game characters - high poly sculpting, retopology, texturing and rigging

