

Georgi Trenev

Level Designer

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ABOUT ME

I'm a passionate designer with an affinity for crafting meaningful gameplay. A constant drive for achieving elegant and smart interactivity has led me to create various types of games, all while attaining a wide variety of skills involving scripting, 3D modeling and prototyping in engines such as Unreal Engine 4. Already having valuable experience through creating playable prototypes in university, in game jams and on my own, I hope to find a place where I can be involved in working with talented individuals who share my excitement for games.

KEY SKILLS & SOFTWARE

- Prototyping and scripting gameplay mechanics – Unreal Engine 4, Unity
- 3D level design, environmental modeling and texturing – Maya, Blender;
- 2D level design – Illustrator, Tiled Level Editor;
- Balancing systems, documentation writing – Excel, Word, yED
- Source control – Perforce;
- Project Management – Trello, Jira;
- Presenting and pitching ideas to clients and teammates;
- Teamwork, cross-disciplinary knowledge;

GAME PROJECTS

Honours Project – Short-form interactive experiences through prototyping
(09/2015 – 04/2016)

Developed three short-form experimental games in UE4, with a main focus on exploring ways for achieving meaning and emotion within time-constricted interactive segments.

- **Guests** – top-down atmospheric game borrowing mechanics from text-adventure games;
- **Paranoia** – third-person psychological runner focused on the concept of insanity;
- **Edo** – first-person narrative driven experience set in Japan. Based on an existing short story;

Aeon – Professional Student Project Supervised by Futurlab

(09/2014 – 04/2015)

- Was a lead designer in a team of eight supervised by Futurlab, tasked to develop a **prototype** based on the universe of Velocity 2X.
- Designed 2D levels in Tiled, then implemented in Phyre Engine for the game's PSVita build.
- Created and iterated on mechanics, adapting an existing franchise's narrative to a new timeline.
- Participated in numerous meetings with our clients while discussing various elements of Aeon.

Game Jam Participation

Global Game Jam 2015 | Global Game Jam 2016 | UE4 January Jam 2016 | AGBIC Jam 2016

EDUCATION

Abertay University

BA Game Design & Production Management, 1st Class Honours

(09/2012 – 05/2016)

Key skills learned in the fields of game and level design, narrative design, in-engine prototyping and 3D modelling through brief assignments based on real-life work scenarios.

- Relevant modules: Game Engines, Spatial Constructs, Professional Project
- Dissertation and honours project: Short-form interactive experiences, exploring the potential of concise gameplay and its game design specifics

National High School in Finance and Business Sofia

(2007 – 2012)

- Focus on micro economics and business management.

ACHIEVEMENTS & AWARDS

- SEGA Prize for Excellence in Game Development (Abertay Graduate Showcase 2016)
- 1st Place in IUC Sofia's KODIMA business challenge (2012)

WORK EXPERIENCE

Game Designer – Imperia Online

(01/2017 – Present)

Designing levels, balancing stats and tweaking existing gameplay systems.

Key software: Excel, Word, Photoshop, Jira, Unreal Engine 4, Maya

Freelance Writer

(07/2015 – Present)

- **Cliqist.com – Contributor**
(11/2015 – Present)
Focus on videogame crowdfunding, including analytical pieces, post-mortems and editorials.
[Author profile](#)
- **GamerHeadlines.com - Contributor**
(07/2015 – 03/2016)
Written several reviews based on provided pre-release codes.
Covered breaking mainstream gaming news.
[Author Profile](#)
- **Gameora.com – Editor and co-founder**
(07/2015 – 03/2016)
One of the founders of the website, responsible for developer interviews and editing content.
Secured and maintained press access to publishers such as Namco Bandai EU and Ubisoft.

REFERENCES

References available upon request