

# BARBOD NILI

SENIOR LEVEL DESIGNER

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 barbod.de  
 German  
 Berlin, Germany

## PROFILE

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Crafting immersive worlds through my background in architecture & passion for games. With over 5 years of experience, I strive to design engaging levels that immerse players in the game world.

## WORK EXPERIENCE

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### Senior Level Designer – Gunzilla Games, Frankfurt (Remote)

08.2022 - Present

- Design & blockout multiple large-scale open-world locations, shipped 5
- Ownership of multiple locations from concept to final, managing teams of up to 3 level designers, shipped 2
- Bug triage, fixes & polish for shipped locations on a live product including optimisation passes
- Set dressing, terrain & foliage work
- Review art passes, provide feedback during development to ensure location remains readable & navigable
- Ownership of the review pipeline for gameplay-relevant assets, ensuring they conform to metrics
- Balance location combat & pacing, iterate on layout & cover placement based on feedback
- Level design point-of-contact for narrative missions between engineers, systems designers & technical artists
- Establish the architectural style & composition of multiple locations to communicate vision
- Implement narrative beats, collaborating with narrative designers & directors
- Documentation on LD standards using Confluence (levels of quality, metrics, pipelines, onboarding etc.)
- Mentor junior designers through regular reviews & feedback on workflows & standards
- Optimised, performant & reusable world building using Unreal Engine (level instances, world partitions)

### Level Designer – Blue Neptune Studios, Berlin

07.2020 - 07.2022

- Design & blockout arena levels, optimize level flow to ensure the player fantasy of a fast-paced hack-and-slash
- Model a metrics-conform kitbash set to allow for quicker, standardized iterations

### Level Designer – Gaming Collective, Berlin

11.2019 - 07.2022

- Design locations for realistic military simulation PvE missions in urban environments, airfields & military bases
- Scripting mission triggers & gameplay events
- Iterate on existing locations for reuse & hosting new missions

## SOFTWARE

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 Unreal Engine  
 Blender

 Perforce  
 Jira

 Visual Scripting  
 Photoshop

 Miro  
 Git

## EDUCATION

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### Game Design B. Sc.

Mediadesign University Berlin

- Specialized in “Architecture in Level Design”
- 4 university game projects