

# Grigorii Kolesnikov

## Tech/Level/Systems Designer

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🛡️ DigiPen Institute of the  
Technology

### 🧩 Hard Skills

C# — Proficient  
Gameplay Programming

Unreal Engine 5 — Competent

Unity 3D — Proficient  
Level Blockmesh  
Technical Design

Maya 3D — Competent  
Level Blockmesh  
Hard Surface Modelling

Blender

Adobe Photoshop — Proficient  
2D art

Trello

Miro

Office Software

### 🧠 Soft Skills

Interdisciplinary Communication  
Art-Design-Tech

Team Player  
Worked in teams of ~25 people

Professionalism and Punctuality

SCRUM and AGILE methodologies

Sharp Learner  
3.6 GPA

Mentoring and Teaching  
K-12 Teacher and TA

### 📁 Professional Experience

#### Rogue Rooster Corp., Game Designer

05/2024 – present | Seattle, US

- Produced the main Level Design documentation pieces such as the 2D level plans and Level Treatments
- Produced levels for an unannounced project, using the Treatment-Blockmesh-Art Pass pipeline.
- Worked on optimizing assets for UE4/5 using retopology, UV unwrapping and normal mapping

### 🎓 Education

#### Bachelor of Arts in Game Design, DigiPen Institute of the Technology

09/2020 – 04/2024

### 🎮 Game Design Experience

#### Basil and the Isles of Spice (3D Platformer) (Junior Team Project) (25 people)

- Developed a 12-minute platforming exploration-focused level, from blockmesh to final polish. Worked with art and tech teams to implement decorations and gameplay mechanics into the level.
- Helped to establish the main design pillars. Wrote the design documentation for levels and player controller.
- Developed the currency and the progression systems. Prototyped the character customization feature.
- Optimized the game by implementing LOD and Occlusion Culling systems.
- Baked several object details into normal maps. Decreased the average number of batches and tris from 13k and 13mil to 1900k and 2mil respectively, raising the average fps from 25 to 50-60.
- Administered the game's playtest panel at Geekstravaganza 2023.

#### Zombie Shooter 3D (FPS) (DigiPen Personal Project)

Developed a fully functional First-Person Shooter game from the ground up. Developed the following design and tech features:

- Planned, blockmeshed, and decorated two 5-minute FPS levels for the gameplay vertical slice demo. Conducted 10 playtests throughout the 10-week development cycle.
- Implemented a boss-fight AI based on a 7-state FSM.
- Implemented full prop and enemy serialization for each level, as well as the serialization of the player inventory and progress.
- Implemented a modular health-damage system with a flexible zombie decapitation mechanic. The enemies lose limbs, heads, and torsos depending on the damage received.
- Implemented a navmesh FSM-based enemy AI that allows both action-based and stealthy playthrough styles.
- Implemented a first-person shooter controller that features Sprinting, Crouching, and 3 switchable weapon types.
- Implemented bullet ricochet and explosive barrel mechanics.
- Baked shadowmask lighting with light probes, reflection probes, and post-processing.
- Optimized the game to run on the lower-end systems.

#### Wild Wild Wetlands (3D Platformer) (Senior Team Project) (20 people)

- Helped to establish level narrative and sequencing.
- Designed, tested, and decorated two 7-minute levels from blockmesh to final state.
- Designed and implemented the final "boss fight" level sequence.
- Designed and implemented interactive lasso puzzles, featuring physics interactions and animated objects.

#### Puzzle garden (Hyper-casual puzzle) (6 people)

- Designed the main gameplay loop and 8 levels for a hyper-casual puzzle game format.
- Helped the team lead to manage the production using SCRUM and AGILE methodologies.