



GIORDANO JANKOVSKI

SENIOR LEVEL DESIGNER

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ABOUT ME

As a Creative Level Designer, I am renowned for crafting immersive, interactive, and visually stunning gaming experiences. My expertise in 3D art has been the driving force behind my five-year tenure leading the level design department, where I've elevated greyboxing and composition to new heights. My ability to weave compelling environmental storytelling into maps is a testament to my creative prowess. My portfolio includes work for prestigious clients such as Bandai Namco, demonstrating my adaptability in everything from initial layout creation to the development of complete game experiences and prototypes. My comprehensive skill set and profound industry knowledge render me an indispensable contributor to the realm of game design.

SKILLS

LEVEL/DESIGN FUNDAMENTALS
FIRST PERSON/THIRD PERSON
CIRCULAR/COOP/MULTIPLAYER LEVEL
LINEAR/BRANCHED LEVEL
DETAILED GREYBOXING
ENVIRONMENTAL STORYTELLING
3D MODELLING WORKFLOW
PHOTOSHOP
DOCUMENTATION

LINKS

WORK EXPERIENCE

BIGMOXI GAMES
Porto Alegre
Nov 2019 - Sep 2020

3D Artist

- Pioneered my career in the 3D art sector, contributing to the development of 'Wardens Rising' (pre-release stage) with numerous models.
- Mastered contemporary 3D workflows to create high-quality assets.
- Proficient in industry-standard tools including Zbrush, 3ds Max, Substance Painter, and Marmoset Toolbag.

BIGMOXI GAMES
Porto Alegre
Sep 2020 - Present

Lead Level Designer

- Lead Level Designer with a robust background as a 3D Artist, enhancing level design capabilities.
- Provide strategic leadership to the level design team, ensuring unified vision and execution.
- Collaborative experience with industry giants like BANDAI NAMCO, Amazon Games, and more.
- Develop comprehensive level design metrics and workflow documentation to optimize team efficiency.
- Manage the level creation process from conceptual 2D sketches to final blockouts.
- Deliver precise feedback to the environment team, guiding level development.
- Apply expert level design skills to both internal and external game projects, upholding exceptional quality standards.

TRI-CRYSTAL STUDIOS
Remote
Oct 2024 - Present

Senior Level Designer

- I've been working in the level design role for a third-person JRPG at Tri-crystal Studios, encompassing level progression, world-building, tutorial creation, and campaign development.
- Collaborated closely with environment artists to ensure seamless integration of design and artistic elements.

EDUCATION

FEEVALE
Novo Hamburgo
2019

Bachelor of Digital Game Development

I have a graduation in Digital Game Development which gave me the knowledge of the entire process of a digital game creation, from code, passing to design and 2D/3D art to final process. Also in this bachelor I participated of 4 projects of games.

DONGSEO UNIVERSITY
Busan, South Korea
2018

Exchange Student of Digital Contents

Portfolio:

<http://www.giordanojankovski.com>

Linkedin:

<http://www.linkedin.com/in/giordano-jankovski>

LANGUAGES

PORTUGUESE

ENGLISH

COURSE**LEVEL DESIGN FOR GAMES
CGMA**

APR 2025 - PRESENT

I did a quick exchange program during 5 months in South Korea, I learned about Zbrush, 3ds Max and others 3D softwares.