



ABOUT ME

SENIOR LEVEL DESIGNER WITH 7 YEARS OF EXPERIENCE DESIGNING GAMEPLAY SPACES THAT DRIVE PLAYER ENGAGEMENT AND SUPPORT CLEAR, MEANINGFUL DECISIONS.

WORK EXPERIENCE

2026 - PRESENT

SR. LEVEL DESIGNER

GLOBANT

UNANNOUNCED PROJECT UNDER NDA
LEVEL DESIGN, BLOCKOUT & GAMEPLAY
ITERATION
CROSS-DISCIPLINE COLLABORATION

2019-2026

LEAD LEVEL DESIGNER

BIGMOXI GAMES

LED AAA CO-DEVELOPMENT & UEFN PROJECTS
BANDAI NAMCO, LEGO, AMAZON GAMES &
PARAMOUNT
#1 TWDU PICKS • 120M+ MINUTES PLAYED

2024-2026

SR. LEVEL DESIGNER

TRI-CRISTAL STUDIOS

LED LEVEL DESIGN FOR A THIRD-PERSON ARPG
PROGRESSION, WORLDBUILDING & CAMPAIGN
BLOCKOUT TO FINAL GAMEPLAY VALIDATION

EDUCATION

2025

CGMA - LEVEL DESIGN FOR GAMES

2015-2019

BACHELOR OF DIGITAL GAME DEVELOPMENT

2018

EXCHANGE STUDENT OF DIGITAL CONTENTS

GIO JANKOVSKI

SENIOR LEVEL DESIGNER

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RIO GRANDE DO SUL, BRAZIL

SOFTWARE

UNREAL ENGINE ★★★★★

UEFN ★★★★★

3DS MAX ★★★★★

PHOTOSHOP ★★★★★

OTHER

3D MODELLING ★★★★★

BLUEPRINT ★★★★★

VERSE ★★★★★