Isaac Dunaevschi

Level Designer - UI/UX - Scripter

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EDUCATION

University of Central Florida   **Orlando, Florida**

Bachelor of Science, Digital Media: Game Design   2021

Relevant Coursework:

Game Design Workshop, Programming with C, Digital Media Production, Game Level Design, Game Production, Game Design Theory, Multi-Modal Design, Modeling for Real Time Systems, Game Testing

WORK & PROJECT EXPERIENCE

Space Dwarves Entertainment   **Greenville, North Carolina**

Level Design Intern   01/04/2021 – 05/04/2021

- Built worlds in the Unity Engine using physics assets, environmental assets, prop models
- Quickly and efficiently created levels that adhere to the gameplay and aesthetics of Border Moons
- Border Moons Infinite Universe
- RPG/Adventure game for PC on Steam
- Documented, graphed, and designed Multiplayer & Storyline Levels

Designer / Programmer   **Orlando, Fl**

Speak Your Mind   2019

- Language learning simulator for the Oculus
- Designed and programmed the mechanics and systems of the game using C#
- Created a system that allows the player to interact with any object to get the Portuguese pronunciation and spelling on a heads-up display. Collecting items from a shopping list is an excellent and interactive way for the player to learn Portuguese.

Producer / Designer   **Orlando, Fl**

Tobu   2020

- Endless runner game for Android devices
- Produced the game, designed the levels and the UI
- Created the levels and progression system for Tobu, where you are a bird navigating through the mortal and spirit realms avoiding obstacles and collecting spirit rings.

Producer / Designer   **Orlando, Fl**

Nogareru   2021

- Horror/Adventure game for PC
- Designed levels, systems, and mechanics
- Documented, whiteboxed and built levels in UE4. Designed game mechanics & led a programming team in the games production.

SKILLS, ACTIVITIES & INTERESTS

Languages: Fluent in English; Fluent in Spanish; Conversational Proficiency in French
Technical Skills: C++, C#, Adobe Photoshop, Microsoft Office, Unreal Engine Blueprints, Unity Engine
Certifications & Training: Unreal Engine C++ Programming Udemy Certification
Activities: Gaming, Hiking, Backpacking, Traveling, Exploring, Learning