



Téofil Todorovic

Level Designer

+ 336 774 472 97 contact@teofiltodorovic.fr teofiltodorovic.fr

14 rue Eloi Serand, 74000 ANNECY

4 years in a Level Design position.

Fluent in English and French

About

After 3 years at Ubisoft Annecy, I shipped Tom Clancy's The Division 2, as well as its extension Warlords of New York and I am currently working on an unannounced snowdrop game.

I started my career at Raw Vengeance Games working on a multiplayer third person shooter, then moved to PixelGate Studio working on a tactical game.

Experience



Junior Level Designer - Ubisoft Annecy

April 2018 - Present

Tom Clancy's The Division 2

Level Designer on the Main Mission Jefferson Plaza

- Mission Scripting and Events / designing encounters / designing boss fight
- Working closely with two level artists to create the mission (and other departments)

Tom Clancy's The Division 2 : Warlords of New York

Level Designer on the Main Mission The Tombs

- Pre Production research and documents, blockout of the mission
- Mission Design / Encounter Design
- Designed and developed Theo Parnell's boss fight

Working on an unannounced Snowdrop project.



Level Designer - Pixelgate Studios

Nov 2017 - Mar 2018

Scarced Tactics

- Created two levels for the vertical slice of the game on Unity
- Only level designer on the project, inside a very small team



Level Designer - Raw Vengeance Games

May 2017 - Nov 2017

Renegade Line

- Teleworked with this german studio
- Created various multiplayer maps on Unreal Engine

Education



Bachelor in Game Design - Bellecour School

2015 - 2018

During my studies I learned the basics of Game Design, Level Design, Team and Project management, 3D and storytelling

Skills



Snowdrop



Unreal Engine



Unity



Jira



Perforce



3DS Max