

# Panagiotis Apostolakis

## Level Designer

Montreal, QC

Tel: [514-999-2542](tel:514-999-2542)

E-Mail : [panagiotis.apostolakis@yahoo.gr](mailto:panagiotis.apostolakis@yahoo.gr)

Portfolio : [panagiotisapostolakis.com](http://panagiotisapostolakis.com)

## S U M M A R Y

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I am a recent graduate from Inter-Dec College, and my specialization is Level Design. I am very motivated to work in the Game Industry. I am a very hardworking and outgoing individual looking to expand my knowledge and skills by working with an ambitious group of developers.

## S K I L L S

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- |                                     |   |
|-------------------------------------|---|
| □ Unity / Mono Develop C#/Playmaker | □ Sketchup  |
| □ Unreal Engine 4                   | □ Attention to detail                                     |
| □ Autodesk 3Ds MAX                  | □ Team-player   |
| □ Photoshop                         | □ Troubleshooting   |
|                                     | □ Fluent in English ,Greek and knowledge of basic French. |

## E D U C A T I O N

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### AEC diploma in Level Design

Collège Inter-Dec

August 2017

Montreal, QC

### Highschool diploma

Lauren Hill Academy

June 2014

Montreal, QC

## E X P E R I E N C E

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### Internship

**Position:** Intern-Level Designer

**Company:** [T.M.S.] Too Much

Sugar Productions

**Date:** Oct 2018 – January 2018

I was in charge of creating the documentation(LDD) and creating levels on the paper while trying to make the pacing smooth for the player. Also I had to make the levels challenging and fun for the player while rewarding the player in the end for their hard work. Optimizing the levels was a challenge for me and It was a great experience working for TMS for 4 months. It really gave me the opportunity to learn more about level designing and working as a team.

## **Project DILEMMA**

**Position:** Level Designer,Scripting  
School Project

**Date:** May 2017 – August2017

This project was done with a team of 15 people, in the context of a production simulation. I was in charge of the Level 2 (named “Anubis Room”). I was responsible for designing the room and iterating my design to maximize flow and readability as well as scripting the tiles, pyramid,door and the boulder . (see more in portfolio)