Fotios **Megas**

LEVEL DESIGNER

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Professional Experience

Lead Level Designer

Hamm (Westf), Germany

SEAFARER, THE SHIP SIM, ASTRAGON DEVELOPMENT

Jul. 2024 - Now

- Team coordination and communication
- Supervision of game's narrative and story
- Tracking of bugs and tasks in an agile environment

Level Designer

Hamm (Westf), Germany

SEAFARER, THE SHIP SIM, ASTRAGON DEVELOPMENT

Aug. 2023 - Jun. 2024

- World design for a large open world (multiplayer)
- Quest design and scripting
- Lighting and weather implementation and optimization
- Level art for natural and man-made environments

Technical Artist - World Building

Düsseldorf - Munich, Germany

SOLID RIVER, WELEVEL GMBH

Jan. 2021 - Nov. 2022

- Level design for an RPG within a large open world (multiplayer)
- Procedural world generation in Unreal Engine 5 (Voxel plugin, Gaea, World Creator)
- Level art for natural and man-made environments
- Lighting implementation and optimization
- Optimization of performance at multiple stages of development
- Tracking of bugs and tasks in an agile environment
- Guest lecturer at Forsbergs Skola

NATO Rapid Deployable Corps Support Battalion - Central registry

Thessaloniki, Greece

OBLIGATORY MILITARY SERVICE

Oct. 2019 - Jun. 2020

- Responsible for communication between units

Side Projects

Level Designer - 3D Artist

Düsseldorf, Germany (Remote)

SPACEWAVE

2019 - 2022

- Design of key art and levels in Unity
- Creation and optimization of models, animations and shaders

Technical Artist

Düsseldorf, Germany

FUNKY ANIMAL COLORING FOR KIDS

2023

- Development of a mobile drawing application for children in Unity
- Launched in Google Play store, as well as Huawei AppGallery and Xiaomi stores
- Scripting in C# and sprite corrections in Adobe Photoshop

Education

Leadership 4.0 - Ready to Lead?!

Düsseldorf, Germany (Remote)

POLYMUNDO AG

June 2025-June 2026

- Studied and implemented agile leadership and effective communication
- Trained in management, feedback and conflict resolution

Level Design with Peter Field

Düsseldorf, Germany (Remote)

INTO GAMES

June 2023

- Covered all aspects of level design, from ideation to execution and iteration
- Creation of 3 short level concepts in Unreal Engine 5

M.Sc. Nuclear-, Particle-, and Astrophysics *Munich, Germany*

Technical University of Munich *Sept. 2016 - Mar. 2019*

- Attended multiple courses across theoretical and experimental physics, advanced mathematics, English writing and psychology

Skills

Game engines	**Unreal Engine 5, Unity 3D**, Level design, lighting, blueprint visual scripting, materials
3D Modeling	**Blender, ZBrush, Maya, Marvelous Designer**, Organic, hard-surface, anatomy, retopology, UV mapping
Texturing	**Substance Suite, Quixel Mixer, Photoshop**, Creation of procedural and hand-painted textures
Teamwork	**Github, Jira, Confluence, Miro**, Version control and agile management
Programming	**Python, C#, C++**, Analysis, Scripting, graphical representation
MS Office	**Word, Excel, Powerpoint**, Compiling of documents, presentation and handling of data

Languages

-	**Greek**, Native	*Native*
C2	**German**, Abitur	*Proficiency*
C2	**English**, Michigan ECPE	*Proficiency*
B2	**French**, French Institute of Thessaloniki	*Intermediate*