

# Andrii Krasavin

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Sholom Aleikhema 5, Kyiv, Ukraine, 04210 | +38 (063) 887-6007 | krasavin75@gmail.com

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With more than 15 years of experience in game development, I am passionate and driven to create the best games possible, more than ever. I specialize in level design, world design, and team leadership across AAA projects. I have led pre-production, built and mentored design teams, developed pipelines, and contributed to shipped titles including Metro Exodus and Far Cry 6. I am passionate about creating immersive worlds, supporting visual direction, and bridging design with art and production to deliver polished player experiences.

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## Specialties

- Leading, managing, coordinating and mentoring level design team
  - Great knowledge of development cycle and pipelines– from pre-production to released and well supported Game
  - Gameplay and level design for AAA projects
  - Development and support of the visual direction and art style for the project
  - Visual scripting for unique and systemic events
  - World dressing, environment and lightning art
  - UX Improvements for both project and tools
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## Experience

**SENIOR LEVEL DESIGNER (CONTRACT) | ATOMIC ARCADE, HASBRO | OCTOBER 2025 – FEBRUARY 2026**

### **G.I. JOE Snake Eyes Game**

- Designed world layout for a large section of the playable area
- Created and iterated on a universal LD kit used for functional blockouts
- Developed multiple major locations, including paper design, prototypes, and functional blockouts ready for the art pass
- Bridged Level Design and Environment Art teams to implement and test pipelines in production

## **Lead Level Designer | Room 8 Group | November 2022 – October 2025**

### **G.I. JOE Snake Eyes Game - Co-development with Atomic Arcade**

- Led full pre-production cycle for a new project
- Formed and managed the Level Design team
- Designed level and world design pipelines
- Defined principles for locations, biomes, gameplay rules, and metrics
- Collaborated closely with the Game Director to shape Level Design flow and needs according to project goals
- Established an internship program to find and grow new talent
- Mentored Level Design team members

## **Lead Level Designer | 4A Games Ukraine | February 2021 – November 2022**

### **La Quimera**

- Co-led the Level Design team
- Provided advisory and consultation support through scheduled reviews
- Designed and implemented complex level layouts, mission events, scenarios, and PvE encounters
- Conducted end-game cycle research, design, and development

### **Unannounced Project**

- Led and managed the Level Design team
- Ran full pre-production cycle for a new experimental project
- Defined art and gameplay direction for a new IP
- Developed and implemented the game world
- Built and managed the Level Design team

## **Level Designer | Ubisoft Toronto | September 2019 – February 2021**

### **Far Cry 6**

- Designed and implemented complex level layouts, mission events, and scenarios for both open-world and narrative-driven gameplay
- Designed gameplay features for unique narrative events
- Created visual scripting for mission events, encounters, and scripted sequences
- Performed initial narrative passes for missions
- Created and maintained documentation for implemented missions and features

## **Senior Game Designer | 4A Games LTD | January 2018 – September 2019**

### **Metro Exodus**

- Designed levels, gameplay systems, encounters, and interactions
- Handled lighting and environment art from placeholder to final polished state
- Designed and implemented the main menu and its environments
- Managed and mentored part of the design team
- Created and adjusted pipelines in close cooperation with lead designers
- Designed and implemented boss encounters
- Set up cinematics and narrative sequences
- Improved in-house editor UX

## **Game Designer | 4A Games LTD | June 2015 – January 2018**

### **ARKTIKA.1**

- Designed levels, gameplay systems, encounters, and interactions
- Designed and implemented boss encounters
- Created UX design for Oculus Touch controllers
- Handled lighting and environment art
- Designed features to implement VR support for the in-house engine
- Managed outsourcing
- Supported the project marketing campaign

## **Lead QC | 4A Games Ukraine | July 2014 – June 2015**

### **Metro Redux/Metro Exodus**

- Managed the QA department
- Improved department pipelines
- Developed and maintained Jira workflows according to team needs
- Designed in-house tools for compliance testing support

## **Senior QC | 4A Games Ukraine | January 2012 – July 2014**

### **Metro Redux**

- Validated new content, features, and fixes for both quality and functionality
- Submitted professionally written feedback on balance and design
- Developed, supported, and implemented test cases into QA workflow
- Handled compliance features development and testing for console releases
- Developed, planned, and executed compatibility testing

## **QA | 4A Games Ukraine | August 2011 – January 2012**

### **Metro: Last Light**

- Tested the title according to existing test cases
- Used creative methods to identify bugs
- Addressed testing requirements based on findings
- Wrote bug reports

## **Senior Salesman | Mobidik | October 2010 – August 2011**

- Managed orders for the retail outlet
- Trained and managed probation employees
- Developed and improved sales plans
- Conducted direct sales and customer consulting

## **Salesman | mobidik | July 2010 – October 2010**

- Direct sales and customer consulting

## **PC Builder | Freelance, self-employed | May 2006 – October 2010**

- Built custom PC's based on clients orders
- Provided technical support

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# Portfolio

## Portfolio

- <https://akrasavin.github.io/portfolio/index.html>

## Artstation Profile

- <https://www.artstation.com/ellington>

# Education

## Kyiv National Economic University | 2008 - 2010

- Faculty of Law - Incomplete university education

# Languages

## English

- Professional working proficiency

## Ukrainian

- Native speaker