





# NIKOLA TUNEV

## LEVEL DESIGNER



## CONTACT

-  [nikolatunev.com](https://nikolatunev.com)
-  [Nikola Tunev](#)
-  [nik.tunev@gmail.com](mailto:nik.tunev@gmail.com)
-  Breda, The Netherlands

## DESIGN SKILLS

- Visual Scripting (UE)
- Blocking out play spaces
- Scripting encounters and sequences
- Prototyping & Implementing features
- Playtesting and Iteration
- Research and analysis
- Design Documentation
- Set Dressing
- Concepting and Sketching
- Scrum & Waterfall

## SOFTWARES

- Unreal Engine
- Perforce
- GitHub
- Jira & Confluence
- Trenchbroom
- Miro

## LANGUAGES

- English (Fluent)
- Bulgarian (Native)
- Spanish (Intermediate)
- French (Beginner)



## ABOUT ME

I am a level designer with 3 years of experience in game development. As a level designer I focus on creating interesting content that leads to unique gameplay moments. As a developer I am curious and always looking to expand my skillset. I value hard work, honesty and discipline.



## PROJECTS

**Palette Cleanser (22 people)** 32 Weeks (09/2024-06/2025)  
Level designer - Unreal Engine 5 Releasing on Steam soon

- A **third-person action-adventure** game about a miniature robot rescuing a garden from color-eating aliens.
- Responsible for: creating level blockouts, creating modular level ingredients, playtesting and iteration, collaboration across departments to ensure alignment and clear vision for the project.

**The Requiem (Solo)** 10 Weeks (09/2023 - 11/2023)  
Solo developer - Trenchbroom Released on Slipseer

- A **custom Quake 1 map**.
- Responsible for creating the map from scratch. This included: research and concepting, making blockouts, designing and scripting encounters, playtesting and iteration, lighting and texturing.

**Lichgate (10 people)** 8 Weeks (05/2024 - 07/2024)  
Level Designer - Custom Engine Released on Itch.io

- A **isometric rogue-like action** game where the player fights hordes of enemies in an endless world.
- Responsible for: populating a procedural endless world with hand crafted content, set dressing, oversaw the creation of the tools needed to create the world in collaboration with programmers.

**F1 Tokyo (Solo)** 1 Week (04/2025)  
Solo Developer - UEFN Released in Fortnite

- A **custom rocket racing street circuit** running through the heart of Tokyo created in UEFN and set dressed with Fortnite assets.

**Souper Delivery (7 People)** 4 Days (01/2025)  
Level Designer - Unreal Engine 5 Released on Itch.io

- A **game jam game** about a delivery guy delivering soup in the arctics on his snow bike. Responsible for creating one open-world map.



## EDUCATION

**Breda University of Applied Sciences** 2022 - 2026  
Bachelor Degree - Game Design and Production  
Specialized in level design