

Rafik Vardanyan

Game Designer



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Work Experience

Game Designer

Yacht Club Games (2022 - 2023)

- Designed multiple levels for the upcoming action-adventure game, Mina the Hollower.
- Assigned programmers and artists with tasks to improve game objects and enemies based on my design decisions.
- Contributed to team brainstorming sessions and actively shared ideas aligned with the project's creative direction.

Level Designer

Nitrome (2020 - 2023)

- Designed over 2,000 level segments for the indie roguelite-platformer, Shovel Knight Dig.
- Revised over 1,000 level segments from other designers, improving the quality and gameplay experience.
- Exhibited various games at multiple PAX conventions, effectively showcasing products to potential players.

Level Designer

PlayQ (2019 - 2022)

- Designed over 800 match-3 levels for the hit mobile game, Charm King.
- Used a proprietary set of tools to create, test, fine-tune and implement levels using existing gameplay features.
- Assisted other level designers by play-testing their levels and providing feedback and reiterations.

Game Design Intern

Yacht Club Games (Summer 2018)

- Collaborated with the developers of Shovel Knight and helped design core and challenge levels for its last expansion.
- Designed a stage for Shovel Knight Showdown and created pixel art assets and backgrounds.
- Participated in team discussions by providing ideas and feedback.
- Cooperated with the Quality Assurance team to pinpoint critical bugs and finalize a build for PAX West in 2018.



Software

- Unity (C#) / Unreal Engine 4 (Blueprint)
- GitHub / TortoiseSVN
- JIRA / Trello / YouTrack
- Adobe Illustrator / Photoshop CC
- Autodesk Maya
- Microsoft Word / Excel / PowerPoint



Skills & Qualifications

- Game prototyping
- Project and file management
- Proactive team player
- Game design documentation
- Conscious of player interests
- Efficient communicator



Education

Bachelor of Fine Arts: Game Art And Design

Woodbury University (2015 - 2019)