

KEVIN OSGYAN

Senior Technical Designer

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PROFILE

Game developer with a background in Level Design and Technical Art, with experience across smaller and AAA studios. I work comfortably between design, art, and engineering, using Unreal Engine and Blueprints to prototype ideas, implement systems, and solve technical problems.

I'm particularly interested in the space between design and implementation: figuring out how something should work, building a prototype, and helping turn it into something the team can use. My background in both level design and technical art gives me a broad understanding of how gameplay, tools, and content come together in production. Worked with international teams across European and North American time zones.

CORE SKILLS

- **Unreal Engine:** Blueprint scripting, gameplay prototyping, editor tools
- **Design & implementation:** Level design, system design, gameplay iteration
- **Technical problem-solving:** Prototyping tools and workflows, investigating implementation approaches, cross-discipline collaboration
- **Technical Art:** Materials, shaders, character rigging, optimization
- **3D & content workflows:** Blender, 3D modelling, sculpting

PROFESSIONAL EXPERIENCE

Wizards of the Coast / Atomic Arcade

Senior Level Designer / Technical Artist · 2025–2026

- Prototyped and implemented a traversal system for a gameplay-critical feature, tuning its behaviour and developing rule-based tools to automate the placement of traversal elements across large environments, with support for manual adjustments where level design required it.
- Worked between design, engineering, and art to establish how certain features should behave, look, and be implemented, using prototypes to address requirements and resolve implementation questions across all three disciplines.
- Prototyped alternative systems and implementation approaches to help the team evaluate design directions and decide which features to pursue.

Room8Group

Level Designer / Technical Artist · 2022–2025

- Worked across multiple client projects and contracts, including *Mass Effect 5* and *G.I. Joe*, primarily focusing on level design and technical implementation.
- Took levels from initial design documents and sketches through blockout, whitebox, level art, and gold, working closely with environment artists and engineers to develop the required assets and functionality.
- Used prototyping and testing on my own level to develop a production workflow that was later adopted by other level designers.

Black Phoenix Games

Level Designer / Technical Artist · 2021–2022

- Collaborated with other level designers to build level sections around narrative beats, using spatial layout and environmental composition to support storytelling.
- Designed encounter layouts and stealth pacing, using enemy placement, sightlines, and scripted events to shape player movement and gameplay flow.
- Contributed to technical R&D involving tools, materials, and shaders to explore solutions for level design and content implementation.

StarVault AB

Level Designer / Technical Artist · 2019–2020

- Implemented the expanded world map for *Mortal Online 2*, retaining the familiar layout of the original game while expanding the world. Generated initial terrain and refined areas by hand, placing cities and natural features with consideration for sightlines and the overall player experience.
- Developed a terrain master material supporting multiple biomes and layered materials, balancing visual fidelity at both close range and across long distances.
- Created Blueprint tools to automate repetitive asset placement, including object scattering and pattern-based placement, reducing the need for manual placement throughout the environment.

Substitute 3D Teacher

Part-time · 2014–2017

- Prepared and delivered lessons in 3D modelling and texturing, including creating teaching materials and exercises.
- Reviewed and graded student assignments, providing feedback on their work and progress.
- Taught workflows using Autodesk Maya, Adobe Photoshop, and Substance Painter.

EDUCATION

The Game Assembly

Higher Vocational Education — Technical Art · 2020–2022

- Blueprint scripting and tool development
- Materials and shaders
- Procedural generation

The Game Assembly

Higher Vocational Education — Level Design · 2017–2020

- Level design and Level art
- Blueprint scripting
- Agile Scrum and iterative development workflows

Ljud och Bildskolan

Graphic Design · 2011–2014

- 3D modelling and sculpting
- Animation specialization
- Concept art

LANGUAGES

- Swedish — Native
- English — Fluent