YURI DEARY

SENIOR LEVEL DESIGNER

CONTACT

- +49 178 6820191
- yuri_de@yahoo.co.uk
- www.yurideary.com
- Berlin, Germany

EXPERTISE

LEADERSHIP

- Driving product vision
- Defining LD pillars and philosophy
- Championing design strategy
- Building, nurturing and leading teams
- Fostering cohesion across disciplines
- Driving high level decision making
- Anticipating production bottlenecks and limitations and creating solutions
- Developing close working relationships with leadership

LEVEL DESIGN

- Full LD pipeline - sketching, blocking, iteration and optimisation, to final pass
- Designing mission flow, quests, combat encounters, cutscenes, AI placement and difficulty (single-player / co-op)
- In-depth understanding of gameplay mechanics, level flow, pacing and creating tension
- Lighting composition
- High-level project presentations
- Create, maintain and share design documents
- Clear and concise communication skills
- Excellent interdepartmental collaboration for best gameplay experiences
- Hands on co-dev experience
- Create cross-functional work flows and project timelines
- Strong advocate of player experience and player centric development

PROFILE

With just under a decade of experience from AAA to indie game development and a proven track record of world-building across several genres and games, I put the player at the heart of my level design craft to build unique, engaging and memorable experiences. Whether working with leadership creating high-level design strategy and implementation or with fellow team members day-to-day, I create and champion collaborative environments to ensure the product vision is met. With my breadth of experience, I know that I can bring any project and team to the next level.

WORK EXPERIENCE

Senior Level Designer

Scattershot
Titles: Project Athena (unreleased)

February 2023 - Present
Remote

At Scattershot I was responsible for the end-to-end management of complete level design pipelines for 2v2, 3v3, and 5v5 PVP gameplay. In this role, I developed a studio-level design roadmap with processes for best practice as well as an LD-Art pipeline to improve efficiency. I also championed, created, and managed a studio-wide culture of playtesting, as well as setting up the initial external playtests to drive quality.

Aside from level design, I led a small team of artists, building task breakdowns, schedules and nurturing a cohesive team environment to ensure deadlines were met and goals were achieved.

I worked closely with the Studio Head and Technical Director in several game-critical areas. These included tracking and reporting potential risks to production, taking part in high-level meetings, driving product vision, refining the game environment, and assisting with game design and narrative.

Level Designer

Ubisoft
Titles: Farcry 6, undisclosed projects

July 2018 - February 2023
Berlin, Germany

Level Design – 2018-2021: At Ubisoft Berlin, I had the chance to work on two of Far Cry 6's "Special Operations" – Parque Mesozoico, and Puerta del Eden. Duties included initial research and conception of map idea, intensive reference material research, meetings with directors, leads, and external co-dev partners, early whiteboxing and initial logic and AI passes, and working extremely closely with an embedded team consisting of another LD, artists, a concept artist and QA specialist. Additional duties included creating and maintaining map documentation, supporting the "Heat Run" mechanic through vistas, vantage points, shadow routes, and water placement, and full passes on AI placement, cover, navmesh, optimisation, and reacting to feedback from various departments.

I was also involved in numerous technical passes to update scripts and level logic, in addition to validating other designer's work and supporting team members on additional maps when required.

EXPERTISE (CONTINUED)

TECHNICAL

- Quick iteration of various gameplay prototypes
- Visual based scripting, Unreal blueprints, flow graphs and in-level scripting
- Weapons and gameplay mechanics exploration
- Ability to pick up new tools, processes and engines quickly and effectively (3 proprietary engines and counting)

NARRATIVE

- Full game and character backstory writing
- All story beats as pertains to gameplay, exploration and level progression
- Lore, diary entries, books, item descriptions and all supporting diegetic player facing information
- Character bios
- Writing all dialogue
- VO casting, attending voice recording sessions, providing actor feedback

SOFTWARE

- Unreal
- Jira
- Unity
- Miro
- Perforce
- Confluence

LANGUAGES

- English: Native
- Portuguese (Brazilian): Native
- German: A1.2

EDUCATION

University of Nottingham: 2007 – 2011
MSCi, International Relations, 2:1

Completed a master's degree in International Relations with a full year spent abroad in China at the university's Ningbo campus.

Number of policy papers written selected to stand as model papers for future students.

Ubisoft (continued)

Technical Level Design – 2021-2022: Throughout this project, I was given the opportunity to hone my technical skills. I worked on an unreleased project within a small team, creating gameplay prototypes, blueprints and delving into AI, whilst also providing level design feedback and insights.

Narrative Design – 2022-2023: During this time, I provided a codev experience as a Writer/Narrative Designer on an undisclosed project. This was a great opportunity to flex my narrative design muscles, including writing game back story, lore, story beats, dialogue, and character bios. I was able to weave complex and interconnected gameplay mechanics, narrative, and level design into a coherent story, providing level design feedback and support, and helping to mentor and support a small team at very early project stages. This included attending VO recordings and casting, while also providing feedback to voice actors.

Level Designer

Rebellion Developments
Titles: Zombie Army 4, Dead War,
Sniper Elite 4 + DLCs

May 2014 - July 2018
Oxford, UK

At Rebellion, I was quickly promoted from QA to the level design team. As a level designer I had the chance to work on Zombie Army 4: Dead War's "Zoo", a pre-WW2 Zoo that is now the site of a "Hellgate", further intensifying undead and demonic activity in the region. In this role I was responsible for the entire level, beginning from scratch from the initial research, sketch up and whiteboxing, all the way through mission and level logic, scripting, enemy and player pickup placement, balancing, and polish. While this was my main level, I also helped the other designers on other levels when needed with associated tasks.

RECOMMENDATION

Daniel Mathiasen
Head of Studio, Scattershot

I am delighted to provide a recommendation for Yuri, who has shown exceptional skill and dedication in his role as a Senior Level Designer at our company. Yuri's proactive approach in defining objectives and his clear communication have been instrumental in aligning our team's efforts toward our gameplay goals.

Yuri's adeptness at stakeholder management was evident as he took full ownership of the objectives, process, and production, facilitating transparent and effective communication across all levels of the team and with leadership. This has not only streamlined our workflow but has also fostered a collaborative environment that propels our project forward.

His ability to engage in focused, highly productive work, particularly once design objectives were clear, contributed greatly to the efficiency of our processes. his knack for 'the grind' speaks volumes about his work ethic and commitment to excellence, ensuring that every level he designed met the highest standards of quality and playability.

Moreover, his potential for management and leadership shone through his every action, demonstrating that he is ready to take on more significant challenges and responsbilities. Yuri's contribution and professionalism have left a lasting impact on me, and I am confident that he will be a valuable asset to any team fortunate to have him.

Contact details and further recommendations available upon request