

LEON MISOULIS

Junior game designer specialising in systems design and level design, with hands-on experience prototyping and implementing mechanics in UE5 Blueprints across solo and team projects.

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[Portfolio](#)

EXPERIENCE / RELEVANT PROJECTS

[Snowkid Warfare](#), Abertay University · *Game Designer*

NOV 2025 - DEC 2025 | TEAM OF 5 | 2-week game jam themed around snowball fighting.

Key Contributions:

- **Designed an initial** follower AI system using delayed rotation interpolation in Blueprint, before sending it to programming for the final version that solved a line-of-sight blocking problem
- **Designed a modular power-up ecosystem** with a dynamic spawner that dropped buffs into contested zones, converting a static shooting gallery into a risk-reward traversal loop
- **Scoped a 17-buff system** down to 5 shippable modifiers after identifying a dependency cascade: damage buffs required the Enemy HP architecture which ran over schedule, so cut the entire branch to keep the core loop stable

[Heldritch Rush](#), Sloth Doctor Games · *Level Designer*

JAN 2026 – Ongoing | Heldritch Rush - Sloth Doctor Games · Level Design | UE5.5 | Post-apocalyptic spline shooter | Voluntary Work

Key Work:

- **Owned the full Level 2 design pipeline from scratch** including moodboarding, 2D layout, greybox, spline integration, and art placement, with every major spatial decision reviewed by the team before engine implementation
- **Worked across disciplines** with programmers on enemy spawning and spline paths, artists on asset placement, and game designers on encounter pacing
- **Learned the constraints of the team's custom spline system** early and used them to shape encounter spacing and level flow rather than treating them as limitations

[The Sparky](#), Level & Environment Designer · *Game Designer*

SEP 2025 - NOV 2025 | TEAM OF 5 | UE5.6 | 3rd person puzzle / sandbox

Key Work:

- **Built a complete game world from scratch.** Terrain, road splines, rivers, modular architecture, taking the environment from empty level to polished final build
- **Designed spatial flow** and puzzle logic across a multi-room interior, scoping 6+ concepts down to 2 shippable designs by cutting a rune system that exceeded the team's time budget
- **Prototyped NPC and environmental interactions** in Blueprint and handed off to programmer, establishing a structured designer-to-engineer workflow

DESIGN & TECHNICAL SKILLS

Design: Systems Design · Level Design · Puzzle Design · Gameplay Prototyping · Spatial Flow

Implementation: Unreal Engine 5 Blueprints (AI, Combat Systems, UI, Spawners)

Process: Graybox & Blockout · Documentation · Playtesting & Iteration · Scope Management

Production: Agile (Scrum, Kanban) · Dependency Tracking · Cross-discipline Collaboration

Tools: Notion · Photoshop · Premiere · UE5 Modelling Tools · Jira

CERTIFICATES

[Applied Scrum for Agile Project Management](#)

[Exercising Leadership: Foundational Principles](#)

LANGUAGES

English, Greek

EDUCATION

MProf Game Development-
Abertay University
(2025–2026)

BSc Game Design & Production – Abertay University (2018–2022)