

SERGE BOGUSLAVSKIJ

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Personal Profile

I'm an accomplished Level Designer with 15+ years of experience working on world-class franchises at Rockstar Games and Rebellion. Over the years I've contributed to some of the industry's biggest titles and worked in large international teams, creating immersive player experiences ranging from complex sandbox levels in Sniper Elite 5 to core progression systems for Atomfall. I've grown comfortable working in fast-paced production environments, I excel at turning creative ideas into polished, engaging gameplay. My background in QA leadership, combined with a lifelong passion for games, gives me a strong balance of technical expertise, player-focused design, and collaborative problem-solving.

Work Experience

February 2020 –
Present

Level Designer (Rebellion Developments)

Zombie Army 5

- Complete ownership of "Ship" level.
- Implementation of the shark enemy.
- Designed the fog rifts that are used across the game.

Atomfall

- Created a major quest dungeon, a transitional cave and a loot dungeon.
- Created and implemented a custom progression puzzle.
- Worked with the narrative team to align the quest story with gameplay.
- Designed Atomfall's skill system, including categories, mechanics, and thematic consistency.

Sniper Elite 5

- Created whitebox for "Secret Weapons" level from concept to art-ready.
- Implemented fun level events resulting in a highly rated, replayable mission.
- Designed level flow, points of interest and thematic elements.
- Placed enemies, interactions, dialogue, combat encounters and cover.
- Implemented events, objectives, loot distribution, and gameplay balancing.
- Created and optimized collision and navigation meshes for players and AI.
- Fixed bugs and ensured stability through testing and iteration.
- Collaborated with art, code and audio teams to meet design goals.

Sep 2017 - Feb 2020

Lead QA Analyst (Rebellion Developments)

Zombie Army 4

- Overseeing a team of 10+ analysts responsible for all areas of QA testing.
- Maintained test plans, Confluence pages, and project documentation.
- Coordinated QA work with external teams and partners.

Strange Brigade

- Handled QA localization work and conducted functionality testing.
- Worked closely with production and design departments.

Sep 2008 - Jan 2016

Localisation QA Analyst (Rockstar Games)

Grand Theft Auto (III, IV and V), Max Payne 3, Red Dead Redemption, Bully

- Functionality QA testing and work on full art test passes.
- Handled game localisation text filework and compliance standards.

- Provided playtesting feedback and postmortem analysis.

Education

2004 – 2008 **BSc Hons Computer Games Development** (University of Bedfordshire)
Final Certificate: 2:1
Final Year Project: Research into mechanical and optical mo-cap systems.

Skills and Proficiencies

Level and Game Design

- Extensive experience creating levels from initial whitebox layouts to final implementation.
- Understanding of established game design systems and the ability to implement new ones.
- Skilled in designing both linear and sandbox-style experiences, with a strong focus on level flow, pacing, balance and gameplay scenarios.
- Proficient in gameplay scripting using Flowgraph 3 (similar to Unreal Event Graphs).
- Ability to test, debug and iterate on gameplay to ensure a polished player experience.
- Strong documentation skills for level design, gameplay systems and development workflows.

Tools & Engines

- Asura (Rebellion proprietary engine), Unreal Engine 5, GameMaker

Content Creation & Support Tools

- Houdini, Blender, Paint.NET, PureRef, draw.io

Development & Version Control

- Perforce, Atlassian (Jira, Confluence), GitHub, Jenkins.

Communication & Collaboration

- Microsoft Office (Word, Excel, Teams), Discord, Mattermost, Miro.

Soft Skills

- My experience in the industry (especially in QA) has given me a keen eye for detail and the ability to perform effectively under pressure and tight deadlines.
- Mentored new team members and contributed to work experience programs for young talent.
- Represented the studio at industry events, engaging with fans and the wider gaming community.

Languages

- **English:** Fluent | **Russian:** Native | **Lithuanian:** Native

Hobbies and interests

I have a passion for gaming, content creation, fitness and outdoor activities like going for hikes. I like following game industry developments and emerging trends.

References

Available upon request.