

SERGE BOGUSLAVSKIJ

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Portfolio: [Website](#) | Socials: [Twitter](#) | [LinkedIn](#) | [Instagram](#)

Personal Profile

I started my career at Rockstar, contributing to some of the world's biggest games as part of large international teams. I've weathered gruelling crunch periods and intense sprints to final submissions, emerging stronger and more skilled. Now, as a Designer at Rebellion, I focus on crafting unique levels and engaging gameplay systems that captivate players around the globe. A lifelong gamer, I also share my passion by creating gaming content on YouTube. With over 15 years of industry experience and a portfolio of successful releases, I bring a wealth of knowledge and dedication to every project.

Work Experience

Level Designer | Rebellion Developments

February 2020 – Present

Key Projects:

Sniper Elite 5

- Created and maintained whitebox for the "Secret Weapons" level from concept to art-ready.
- Designed level flow, points of interest and thematic elements.
- Placed enemies, interactions, dialogue, combat encounters and cover layouts.
- Implemented events, objectives, loot distribution, and gameplay balancing.
- Created and optimized collision and navigation meshes for players and AI.
- Fixed bugs and ensured stability and performance through testing and iteration.
- Collaborated with art, effects, coding, and audio teams to meet design goals.

Atomfall

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

Lead QA Analyst | Rebellion Developments

Sep 2017 - Feb 2020

Key Projects:

Zombie Army 4

- Worked as a QA Lead, overseeing a team of analysts responsible for functionality testing.
- Created and maintained test plans, Confluence pages, and project documentation.
- Coordinated QA work with external teams and partners.

Strange Brigade

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

Localisation QA Analyst | Rockstar Games

Sep 2008 - Jan 2016

Key Projects:

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

- Conducted QA testing for translation, functionality and worked on full art test passes.
- Handled game localisation text filework and compliance standards.

- Provided playtesting feedback and postmortem analysis.

Education

BSc Computer Games Development | University of Bedfordshire

2004 – 2008

Key Modules:

- Games Architecture and Design(B), Games Practice(B), Computer Games Technology(C), 2D/3D Computer Graphics(C), Multimedia Asset Creation(A), 3D Modelling(C), Interactive Animation(B), Games Programming(C), Databases(B), Computer Hardware and Architecture(B).

Final Year Project:

- Researched and compared mechanical and optical motion capture systems, including practical applications and critical performance evaluations.

Skills and Proficiencies

General Software and Tools

- Proficient with Perforce, JIRA, Miro, and Confluence.
- Comfortable using Microsoft Office tools (Word, Excel, Teams etc.) with strong overall PC literacy.
- Quick to adapt to new tools, with hands-on experience across a range of proprietary systems.
- Practical experience using Houdini for procedural content generation in level design.
- Experienced with Blender for whiteboxing and collision creation.

Level and Game Design

- Extensive experience using Rebellion's proprietary Asura toolset for all aspects of level creation.
- Working knowledge of comparable engines, including Unreal Engine 5.
- Skilled in whiteboxing, balancing level flow, and designing engaging gameplay scenarios.
- Experience creating both linear and sandbox-style level layouts.
- Strong at writing and maintaining clear documentation for systems and level design.
- Proficient with Flowgraph 3 for gameplay scripting (similar to Unreal's Blueprints).
- Confident in identifying and resolving issues through proactive testing and debugging.

Soft Skills

- Strong attention to detail, developed through extensive experience in QA.
- Able to stay focused and deliver high-quality work under tight deadlines and during crunch periods.
- 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.

Language

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

Hobbies and interests

- I enjoy hiking, working out at the gym, and maintaining a healthy lifestyle.
- Lifelong gamer with a passion for playing and creating video content.
- Following game industry politics, news, and market trends.

References

Available upon request.