

Alexandros Delas

Level Designer

outsiderxe.campaigncreations.org
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Skills

Design

- Level design, white-boxing, playtesting and iteration
- Player/enemy abilities and encounters
- Scripting for AI, in-game events and cinematics
- Level art

Editors

- StarCraft II
- WarCraft III
- Unity 3D

Programming

- Java, C#, SQL
- JavaScript, Python
- HTML, CSS, JSON, XML

Software

- Maya
- Photoshop, Premiere
- MS Office, Google Docs
- SourceTree, Sublime Text, Eclipse, Postman

Professional Experience

Live Reply GmbH, Düsseldorf | 04/2017 – Present

Metro Systems GmbH, Düsseldorf | 01/2015 - 12/2015

Handelsblatt Fachmedien GmbH, Düsseldorf | 10/2013 - 02/2014

Ubisoft GmbH, Düsseldorf | 02/2011 - 08/2011

Software Consultant

Procurement Logistics Assistant

Electronic Media Intern

PR and Sales Assistant

Ubisoft Blue Byte, Düsseldorf | 10/2008 - 11/2009

Level Designer

- The Settlers 7: Paths to a Kingdom
 - Co-designed and polished 5 single-player maps (**01 - The Dawn of Settlements**, **08 - The Foggy Fields**, **09 - 100 Years of Peace**, **10 - The Father's Revenge**, **11 - The Return of the Old Kind**) and 2 PvP maps (**Amber Coast**, **Glacier Vale**)
 - Created level art for 2 maps (**The Return of the Old King**, **Amber Coast**) and special sectors (e.g. **Monasteries**, **Ports**, **Castles**) reused in multiple maps
 - Researched landscape for our style guide
 - Conducted and documented playtests with external testers

Education

Master of Science in Media Informatics, Düsseldorf | 09/2015 – 03/2017

Bachelor of Science in Media Informatics, Düsseldorf | 09/2011 - 08/2015

Personal Experience

StarCraft II

Designer/Scripter

- **Primal Ascension** | 01/2017 – 04/2017
 - Wrote original story about corrupted primal zerg
 - Designed randomized encounters and boss fights
 - Scripted all events and ingame cutscenes
 - Won 3rd place in a contest in 2017, hosted by Blizzard Entertainment
- **Shadow of the Xel'Naga** | 08/2010 – 11/2015
 - Adapted an official StarCraft novel into a co-op campaign for 2 players
 - Designed all 7 maps, each based on a different subgenre of RTS games, including MOBA, Tower Defense, stealth and more
 - Designed and scripted all events and ingame cutscenes for all 7 maps

WarCraft III

Designer/Scripter

- **Custom campaigns** | 08/2002 – 11/2019
 - Adapted 3 official WarCraft novels into single-player campaigns
 - Designed and scripted 38 maps with elements of RPG, RTS and point & click adventures