

# George Macharashvili

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**Summary:** I am an experienced level designer, accomplished in a multitude of genres, tools and design approaches. With my experience on small, medium and large scale projects, I will be able to deliver top quality content in collaboration with others.

## Experience:

### **Unannounced project - Level Designer at Counterplay Games** **2021-present**

- Started working on the project since its conception.
- During the discovery phase, created a large number of prototypes to prove out different ideas and concepts.
- Worked with various teams to brainstorm and prototype ideas, such as game design, AI, gameplay and art teams.
- Created, and worked in, various “gyms” or “playgrounds” to test and develop player interactions with certain level aspects, including metrics, line of sight, navigation, mission ingredients, etc.
- Participated in design discussion with directors and stakeholders, and helped shape the direction of level design for the project.
- Created different types of documentation.
- During the production phase, designed, built and owned a large number of graybox gameplay levels of various sizes and experiences.
- Implemented all the required gameplay and navigation ingredients, including combat and mission ingredients.
- Ensured those levels were properly handed off to the Art department for art passes
- Set up the levels with correct technical requirements to make sure the levels are added to the build and are functional.
- Was instrumental in developing and documenting certain game mechanics, including the interaction of those mechanics with the rest of gameplay, level design metrics for those mechanics and their proper implementation in existing and yet-to-be-built levels.
- At one point in production, acted as the sole point of contact for the level design department, ensuring technical and level design requirements were met for milestones, all the bugs and issues were solved and other departments were supported in their needs.
- More details to be added after the project’s release.

### **Level Design Instructor - Sheridan College** **2021-present**

- Teach 2 classes in the 2nd year of Bachelor of Game Design program
- Responsible for delivering class content, assignments, and provide grades and feedback
- Teach 1 Lab component of Game Level Design pos-graduate certificate
- Responsible for 1-on-1 playtests and feedback sessions with each individual student, focusing on their development

**“Far Cry 6” - Level Designer at Ubisoft Toronto****2019-2021**

- Was in charge of player bases on the tutorial island, West and Central regions.
- Designed the player bases and implemented all the required gameplay ingredients.
- Ensured all the quest givers were functional at all times.
- Designed and implemented “crowd life” at the camp, which included placing different types of NPC stations throughout the camp to help support the story of Far Cry 6, and lots of technical work to ensure NPCs move about and act natural between their stations.
- Created lots of detailed scripts to trigger, load and unload certain stations and interactions at specific points in player progression.
- Designed, built, implemented and managed a “treasure hunt” in the city of Esperanza, which included creating a design document, presenting it for approval, building out the space, implementing gameplay ingredients and scripting the functionality.

**“Assassin’s Creed Odyssey” - Level Designer at Ubisoft Quebec****2017-2019**

- Tasked with taking ownership of the Beotia region.
- Designed and implemented gameplay areas, such as forts and POIs, in the region.
- For gameplay areas, designed the layout for combat, stealth and parkour; modified the terrain to fit the needs; placed props and objects for gameplay, cover and rewards; implemented enemy spawners, locations and patrol paths.
- Made sure the gameplay areas meet the technical requirements and are fun to play.
- Worked with Quest Designers and Level artists to create new gameplay areas for quests or help adapt existing locations, delivering an exceptional region that plays well
- Worked on “strike” teams in other regions for quick delivery of tasks under tight deadlines, such as fast implementation of new direction or a polish pass.

**“The People Development Factory Trilogy pt. 1: The Assignment -  
Game Designer and Writer at Experience It****2015-2017**

- Designed core game mechanics and systems.
- Developed game economy and outlines the initial prototype
- Worked on the story, developed characters and wrote their dialogues.
- Hosted Alpha and Beta testing; gathered and reviewed feedback collected from playtesters.
- Took part in music and sound design.
- Acted as a technical liaison between the design and programming teams.
- Helped to make sure the game systems reflect the purpose of the game.

**Education:****Sheridan College - Game Level Design; Post-Graduate certificate****2015****Ryerson University – Image Arts; BFA, with Honors, in Film Studies****2014****Skills:**

- Unreal Engine 4 and 5; Blueprint visual scripting; Unity 5; Autodesk Maya; Autodesk 3DS Max; Adobe Photoshop; Fluent in, or basic knowledge of, 3 languages