

# George Macharashvili

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**Summary:** I am a senior 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:

### Bioshock 4 - Senior Level Designer at Cloud Chamber

2024-Present

- Designed, built from the ground up and owned an entire section of the game.
- Researched architectural concepts and pitched the level design document, including gameplay ideas, intended flow and player experience, to a panel of leads and directors during pre-production.
- Using the principles of FPS and immersive sim genres, designed a compelling single player experience that complimented our AI and game design systems, while maintaining the core identity of the Bioshock franchise.
- Independently planned and acted on the steps needed to take the content through production gates and milestones.
- Designed spaces for exciting combat, smooth navigation and rewarding exploration, favouring player choice
- Built graybox layouts that were easy to present to leadership for frequent reviews and quick iteration.
- Together with senior level artists helped take the content through multiple art passes.
- Worked with the narrative team to propose quest and storyline ideas that would help shape the level and give it a unique identity.
- Shared best practices and knowledge among the level design team to ensure everyone has access to the same information.
- Participated in team- and studio-wide playtests and provided focused feedback

### Unannounced Shooter - Level Designer at Counterplay Games

2021-2024

- Started working on the project since its conception and created a large number of prototypes to prove out different ideas and concepts early on..
- 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.
- 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.

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

**2021-Present**

- Currently teaching 2 Level Design classes in the Bachelor of Game Design program.
- Responsible for delivering class content, assignments, and providing grades and feedback.

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

**2019-2021**

- Was in charge of designing and implementing player bases on the tutorial island, West and Central regions.
- Created top-down maps to ensure appropriate access and thematic spread of interactive components and gameplay ingredients.
- Ensured all quest givers were functional at all times.
- Designed and implemented the “crowd life” at the camps, which included detailed scripting to create believable activities and schedules for members of each camp.
- Supported other departments, such as technical animation and realization, to ensure camp life feels organic and correctly reflects different key moments in the player story.
- Designed, built, implemented and managed a “treasure hunt” in the city of Esperanza.

#### **“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.

### **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