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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:

“Blood Message” - Senior Level Designer at Highdive **2025-Present**

- Pitching, designing and implementing level layout based on the narrative and gameplay needs.
- Collaborating with other departments, such as Level Art, Narrative and Animation, to bring ideas to life and pitch them in a clear way.
- Working closely with the Content Director to bring a unique vision to the game while taking into account global direction and requirements.

“Bioshock 4” - Senior Level Designer at Cloud Chamber **2024-2025**

- 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.
- Worked with Level Art and Narrative teams to propose and pitch content that would 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.

“Armatus” - 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.

“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

- Owned the entire region of Boetia, which included implementation of gameplay and navigation.
- Designed and implemented gameplay areas, such as forts and POIs.
- 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

Relevant Experience:

Level Design Instructor - Sheridan College

2021-Present

- Teaching Foundations and Principles of Level Design in the Bachelor of Game Design program.
- Responsible for delivering class content, assignments, and providing grades and feedback.

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