

## SERGE BOGUSLAVSKIJ

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

### Personal Profile

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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

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#### 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

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### 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

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### Software and Tools

- Proficiency in Perforce, JIRA and Confluence.
- Experience in Microsoft Office (Word, Excel, Outlook etc.) and high level of general PC literacy.
- Adaptability to in-house tools, thanks to experience working with a variety of proprietary systems.
- Skill in troubleshooting crashes and analysing crash logs.

### Level and Game Design

- Substantial experience with Asura tools, proprietary Rebellion design and level creation software.
- Knowledge of modern engines such as Unreal Engine 5.
- Experience in using Blender for level design and collision creation.
- Whitebox creation, level balancing, and puzzle design.
- Designing linear and non-linear level layouts.
- Writing and interpreting feedback for gameplay and level design.
- Experienced with Flowgraph 3 (visual scripting similar to Unreal Engine Blueprints).

### Soft Skills

- High level of attention to details due to extensive QA experience.
- Proven ability to perform under tight deadlines even during intense crunch periods.
- Mentored new recruits and contributed to work experience programs to develop young talent.

### 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

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Available upon request.