

# MARIO ENCHEV

LEVEL DESIGNER

## CONTACT

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## Portfolio

<https://marioenchev.wixsite.com/portfolio>

## LinkedIn

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## TOOLS - LEVEL DESIGN

Unreal Engine 4

Unreal Engine 5

Unreal Editor for Fortnite

## SKILLS

Positive attitude, strong work ethic, and able to work in a highly collaborative team environment

Strong verbal and written communication skills

Solid knowledge of the game production pipeline

Proactivity and initiative to solve problems without waiting for detailed instructions

Determined and persisted when facing obstacles

Knowledgeable in gameplay pacing and balancing

Knowledgeable in player guidance and flow

Knowledgeable in the space theory

## EDUCATION

Bournemouth University - 2013 - 2017

Games Technology BSc (2:1)

## LANGUAGES

English (Native)

Bulgarian (Native)

## SUMMARY

I am a highly motivated and passionate individual seeking a new opportunity as a Level Designer. Eager to develop my Level Design skills under senior mentorship while contributing at the highest level to the team's success. Skilled in designing and creating playable levels, to guide the player with clear paths and limited confusion, while also applying space theory to influence player decision making.

## PROFESSIONAL EXPERIENCE

### Game Design Assistant - Supermassive Games

#### Directive 8020

11/2024 - 06/2025

- Collaborated with the Design Team to iterate and implement core gameplay features, ensuring alignment with the game's vision.
- Prototyped and tested key feature amendments, gathering feedback from discipline directors and contributing suggestions for further development.
- Created and maintained detailed documentation to support level design workflows and systemic gameplay mechanics.
- Implemented and maintained these features within whitebox levels, as well as assisting with their rollout into production-ready scenes.
- Responsible for multiple qualitative passes across a core game system adjusting camera and gameplay behaviour on a per case basis to improve individual instances of a system.

### Quality Assurance - Supermassive Games

11/2021 - Present

- Directive 8020
- The Casting of Frank Stone
- The Devil in Me
- The Quarry

## Solo Projects

### The Last of Us Inspired Level

05/2025 - 11/2025

- Produced 2D layout sketches to plan the overall structure and player flow
- Build a level with objectives, collectibles, stealth options and combat spaces that support different player approaches
- Designed linear spaces with strong player guidance to balance pacing and navigation clarity
- Implemented the game's narrative through environmental storytelling, ensuring the story flowed across the level

### Sniper Elite Inspired Level

02/2025 - 05/2025

- Creating a bubble map with beat and legend breakdowns and 2D layout sketches to plan the overall structure and player flow of the level
- Built a greybox prototype in Unreal Engine using simple geometry to test core design elements including verticality, sightlines, sniping opportunities, flanking routes, traversal options, enemy patrols, stealth zones, and objective pacing
- Designed and iterated traversal paths to improve player engagement and maintain level pacing.
- Conducted playtesting sessions and iterated on the design based on player feedback to refine gameplay experience