

KONSTANTIN KANEV

Environment Designer



CAREER OBJECTIVE

I am a Staffordshire university graduate with a BSc (Hons) in Computer Games Design and Digital Technologies Games and Visual Effects and have worked on multiple Level / Environment design projects in the past three years using mainly Unreal Engine to block out and mesh projects of different themes and would like an opportunity where I can develop my World Building skills further to enhance storylines in single player games while delivering a cinematic movie like experience to the player.

PROFESSIONAL EXPERIENCE

Collaborative Games Development

Staffordshire University, Stratford, London

Jan 2021 – June 2021

- Conceptualised User Interface layout and art style for a 3D Tower Defence Game.
- Mocked up and Prototyped User Interface screens for each screen of the game as well as test colour pallets and gradients to fit set theme.
- Created over 80 Individual and Unique User Interface Assets within Photoshop for the Game as well as implemented the art into Unreal Engine using UMG to create seamless UI and UX that tied the game together with custom Animations.

One Hour Environment Design Challenge

Unreal Engine 5

Dec 2021

- Created 4 Unique Environments Using Unreal Engine 5 and Quixel Megascans giving myself 1 Hour to create each one.
- Each Environment piece required a different tool to be used within UE5 such as the landscape or foliage tool to achieve a clean and fast result.
- These environments taught me so much more about Unreal Engine than an online tutorial or lecture. Each piece required critical thinking, harsh time management and lightning fast, on the spot problem solving.

CONTACT

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Email

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Portfolio

konstantinkanev.com

All Work Referenced In This Document Is Available to View on My Portfolio Website.

EDUCATION

Staffordshire University,

Digital Institute London

Stratford, London | Sep 2019 – Jun 2022

BSc (Hons) Computer Games Design
School of Computing and Digital
Technologies Games and Visual
Effects

RELEVANT SKILLS

Unreal Engine

Visual Scripting / Blueprinting

Level Design and Grey boxing

Environment Design

Game UI / UX Design

Adobe Photoshop

Adobe Premiere Pro

Jira

FURTHER EDUCATION

Final Year Project – CYBERUNNER 2054

Oct 2021 – May 2022

Unreal Engine 5 – Staffordshire University

- Designed and Created 4 Unique and expansive maps resulting in a short game demo taking inspiration from Cyberpunk 2077 and Blade Runner 2049.
- Game Demo incorporates Level and Environment Design starting with initial grey boxing and moving to a fully meshed stage.
- Cyberunner 2054 also incorporates gameplay mechanics such as - Combat and Mesh Scanning to enhance the story by creating a linear gameplay experience while allowing the player to feel like they are in an open world game.

Post-Production Media Assistant

Internship At Clearhead Media Company

Oct 2018

- Edited and Color Graded One Minute Instagram Videos for Land Rover and iCandy
- Edited short corporate style films for small companies to showcase what each company specialises in.
- Experienced working as an assistant editor responsible for sorting and tagging a quarter of a terabyte of A-Roll and B-Roll for the Main Editor.

YouTube & Facebook Video Channel

Curiosity

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- Script and Voiceover recording for Educational Videos Using Ableton Live and Adobe Audition
- Gather, Organise and edit Stock footage using Premiere Pro to Color Grade and adjust footage.
- Upload Videos and Manage Educational Video channel with over 11,000 Followers.

Barnfield College, Luton

| Sep 2017 – Jun 2019

University of the Arts London Level 3
Extended Diploma in Creative Media
Production & Technology