

Contact

Phone

0049 176 8214 1437

Email

info@maximiliansanta.de

Portfolio Page

<https://www.maximiliansanta.de/>

Education

2016 - 2019

Bachelor of Science | Game Design

Mediadesign Hochschule | Berlin

Expertise

- Level Design & World Building
- Gameplay Flow & Pacing
- Encounter & Combat Design
- Narrative Integration
- Player Progression & Guidance
- Spatial Design & Verticality
- Environmental Storytelling
- Blue Print Gameplay Scripting
- AI Encounter Setup
- Gameplay Prototyping
- UE4 / UE5 & Unity Workflows
- Feature Iteration & Content Polish
- Gameplay Implementation
- Cross-Disciplinary Collaboration
- Design Documentation
- Production Pipeline Workflows
- Leading Teams & Feedback
- Problem Solving & Gameplay Iteration

Language

German

English

Polish

Maximilian Santa

Level Design

Gameplay-focused Level Designer with 7+ years of experience creating large-scale gameplay spaces from concept to release. Specialized in stealth gameplay, traversal, verticality, and environmental storytelling, with strong experience in player guidance, encounter design, and cross-disciplinary development using Unreal Engine and Unity.

Experience

June 2024- Present

Copa City | Triple Espresso S.A. Warsaw (Remote)

Lead Level Designer | Unity

- Leading the Level Design team and driving level development from early prototypes to final release.
- Owned the design and implementation of 3 large-scale gameplay levels from early blockout to final polish.
- Created and maintained gameplay layouts and progression structures across 3 production levels using Unity.
- Worked closely with Art, Engineering, QA, and Production teams to align design vision with technical and production requirements.
- Mentored a team of 6 level designers and technical designers through reviews, feedback sessions, and day-to-day development support.
- Iterated gameplay mechanics and level layouts based on player feedback, usability testing, and internal reviews to improve pacing and player readability.

March 2024- May 2024

Copa City | Triple Espresso S.A. Warsaw (Remote)

Senior Level Designer | Unity

- Rapidly integrated into an ongoing project and contributed to level development from day one.
- Designed and implemented gameplay levels, focusing on player progression, pacing, and overall game flow.
- Improved existing content through iteration, playtesting, and gameplay analysis.
- Created and maintained design documentation to support feature development and team communication.

Dec 2019 - Jul 2023

The Lord Of The Rings: Gollum | Daedalic Entertainment

Level Design | Unreal Engine

- Designed and implemented gameplay levels from blockout to final polish.
- Improved stealth encounter pacing, traversal readability, and player guidance through iteration and playtesting feedback.
- Owned the design and implementation of 6 gameplay levels from early blockout to final polish.
- Specialized in large outdoor environments with a focus on stealth gameplay, verticality, traversal, and cinematic vistas.
- Took ownership of gameplay spaces and coordinated closely with Art, Code, QA, and Production throughout implementation and iteration phases.
- Created and maintained design documentation, feature specifications, and level design guidelines.
- Collaborated on gameplay implementation and feature iteration to support core project mechanics and player experience goals.
- Identified and resolved gameplay issues to improve usability, readability, and overall player engagement.
- Supported onboarding efforts by sharing project knowledge and design best practices with team members.

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October 2018 – July 2019

Several Projects | anotherworld VR

Level Design / Game Design | Unreal Engine

- Designed and implemented gameplay spaces and VR level layouts.
- Designed VR gameplay scenarios focused on spatial interaction, player orientation, and environmental storytelling.
- Improved gameplay flow, pacing, and environmental readability through testing and iteration.
- Worked closely with multidisciplinary teams including Art and Programming.
- Assisted with polishing gameplay experiences and improving player usability.

March 2018 – September 2018

Kobold Chapter One | anotherworld VR

Internship Level Design | Unreal Engine

- Supported level and gameplay design tasks during early production stages.
- Assisted with blockouts, gameplay setup, and environmental layouts.
- Collaborated with designers and artists to support VR gameplay experiences.
- Participated in playtesting sessions and gameplay iteration.
- Created and updated design documentation and implementation notes.
- Gained hands-on experience with game production pipelines and team collaboration.

May 2017 – Jul 2017

CrossFire | Smilegate Europe

Working Student QA

- Conducted gameplay testing and reported bugs, glitches, and gameplay issues.
- Worked closely with development teams to reproduce and verify fixes.
- Provided feedback on gameplay usability, balancing, and player experience.
- Supported QA processes throughout development and testing cycles.
- Experienced in bug tracking, documentation, and team collaboration workflows.
- Participated in community events