

# ANTONI CHRZĄSTOWSKI

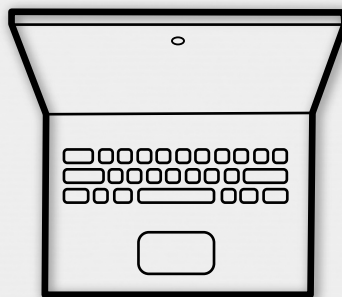
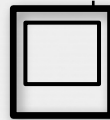
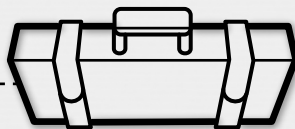
Level Designer | Architect



I am a person full of ideas and energy to implement them. Thanks to my architectural experience, I easily create engaging and diverse spaces. I view challenges as opportunities to develop myself. Exchanging thoughts and ideas with people are very important to me.

## ABILITIES

- ▶ Creating Immersive Level Blockouts
- ▶ Blueprint Scripting
- ▶ Implementing UI for Level Design
- ▶ Strong architectural knowledge
- ▶ Great sense of scale, proportion and composition
- ▶ Drawing | Sketching
- ▶ Analytical thinking
- ▶ Creativity and imagination
- ▶ Storytelling skills



## WORK EXPERIENCE

2024

### LEVEL DESIGNER

Fallen Leaf, Eneida Games

Project: ADA: Tainted Soil

Software: Unity

- ▶ Crafting unique spaces from sketch to finished levels
- ▶ Implementing interactions
- ▶ Designing combat encounters

2022/23

### ARCHITECT

SK Architekti

- ▶ Project supervision
- ▶ Cross-industry coordination

2018/22

### ARCHITECTURAL ASSISTANT

22 Architekti

- ▶ Drafting drawings
- ▶ Graphic design

## EDUCATION

2025

CG Master Academy  
Level Design for Games  
Certificate No. 38406

2015/22

WARSAW UNIVERSITY OF TECHNOLOGY  
FACULTY OF ARCHITECTURE  
fac.: Architecture and Urban Planning  
title: MSc Eng. Arch.

2017

GRAFIK SOMMERKURSUS  
Kunsthøjskolen | Holbæk

## CONTACT



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<https://www.instagram.com/art.inst.ant/>

## PASSION FOR



Abstraction



Videogames



Boardgames



Sketching



Painting miniatures



Roller skates



Art exhibitions | Theatre

## SOFTWARE



Unreal Engine



Unity



Affinity



Blender



Photoshop



Illustrator



Rhinoceros



MS Office