

Fedor Sazhin

Level Designer with hands-on experience in Unreal Engine and UEFN. Skilled in blockouts, collision setup, and gameplay scripting with Blueprints and Verse. Builds stylized and realistic environments with a focus on readability, pacing, and narrative flow — especially for FPS/action games. Strong lighting and cinematic skills to support mood and clarity.

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[LinkedIn](#) | [Portfolio](#) | [Steam](#)

Experience

Career transition

Jan. 2024 - Present

Building strong, production-ready skills in **level design**, **collision setup**, and **gameplay prototyping** — with a clear focus on FPS/action game mechanics and Unreal Engine workflows.

- Designed **playable environments** from blockout to final pass, blending layout flow, geometry, and narrative intent
- Set up collisions, navmesh, and scripted logic via **Blueprints** and **Verse**
- Used **Blueprints and Verse** to prototype mechanics: doors, triggers, objectives, and interaction systems
- Collaborated across disciplines to refine layouts and optimize modular assets
- Created **cinematics and scripted moments** with Sequencer to support storytelling and player onboarding
- Practiced documenting level structure, gameplay flow, and iteration notes for internal handoff
- Explored mechanics and pacing through custom prototypes inspired by games like **DOOM, CS, and Tarkov**
- Built internal **Python tools** for speeding up asset import, cleanup, and batch operations

Research fellow

Nov. 2020 - Jan. 2024

Erisman Scientific Center of Hygiene

- Conducted various in-vivo studies, including acute toxicity (oral & dermal), skin sensitization, and prenatal developmental toxicity, following OECD guidelines.
- Managed and analyzed large datasets from behavioral and biochemical studies using Python and SQL integration to improve data accuracy and workflow efficiency.
- Developed Python scripts for data visualization, presenting complex research findings in an accessible and clear format.
- Enhanced research processes through automation, simplifying the preparation and interpretation of results, and contributing to more effective pesticide toxicity assessments.

Education

Arcada University of Applied Sciences

Nov. 2024 - Apr. 2025

Game Design & Production

Erisman Scientific Center of Hygiene

Sep. 2020 - Aug. 2023

PhD in Hygiene

Sechenov University

Sep. 2014 - Aug. 2020

MSc in Epidemiology (Biostatistics)

Skills

- **Level Design:** Blockouts to final pass, collision setup, gameplay readability, modular kits, UEFN workflows
- **Gameplay Scripting:** Blueprint, Verse, C++, logic prototyping and event triggers
- **Cinematics:** Sequencer, camera work, scene pacing, integration with gameplay
- **Lighting & VFX:** Real-time lighting with Lumen, post-process tuning, mood setups, Niagara-based effects
- **Tools & Engines:** Unreal Engine 5, UEFN, Blender, Maya, DaVinci Resolve, Photoshop, Unity

- **Programming & Tech:** Python, SQL, C# (basic), asset optimization, batch tools
- **Specialties:** FPS/action level design, real-time rendering (Lumen & Nanite), interactive environments, cross-discipline collaboration

Certifications

Real-Time Magic VFX Course

Jan. 2025 - Apr. 2025

In-depth training on building **immersive visuals in real-time environments**, focusing on **atmospheric lighting**, **visual storytelling**, and **performance optimization**. Practiced importing assets from Blender, assembling scenes for **dynamic lighting setups**, and preparing **cinematic sequences**. Included **sound design** elements and **audio-reactive visuals** to en
Volnitsa

Sleepwalker Cinematics Course

Aug. 2024 - Nov. 2024

Focused on the **full production pipeline** for real-time cinematics — from **previsualization and blockout** in Blender to **final lighting and rendering** in Unreal Engine. Explored **camera animation**, **modular asset workflows**, and **best practices for clean geometry and texture export**. Emphasis on building **visually impactful scenes** for stylized and realistic game settings.
Volnitsa

Unreal Game Development

May 2024 - Aug. 2024

Hands-on development of **interactive experiences** using Unreal Engine, with projects simulating real-world **game production workflows**. Worked with **hard-surface and organic models** in Blender, optimized them for game-ready use, and implemented logic using **Blueprints**. Studied **real-time rendering techniques**, **engine optimization**, and **cross-pipeline compatibility** with Unity.
CG Sensei

Projects

UEFN Cinematics & Level Prototypes

Unreal Editor for Fortnite, 2024–2025

- Built gameplay logic, cinematic cutscenes, and interactive lighting sequences
- Implemented mechanics using Verse and Blueprints

Samurai Prototype — Combat & Lighting Focus

Unreal Engine, 2024

- Built stylized combat encounter with hand-authored animation and visual scripting
- Modeled props in Blender, implemented Blueprint-based interaction system
- Focused on mood lighting and environmental storytelling

Alien Horror Scene

Unreal Engine 5, 2024

- Built a tension-heavy horror environment using dynamic lighting and fog
- Cleaned and optimized scan-based geometry in Blender for real-time rendering
- Focused on emotional pacing, player readability, and spatial storytelling

Lighting Studies — One-Shot Mood Experiments

Unreal Engine 5, 2025

- Developed a series of **single-shot lighting experiments** inspired by horror and sci-fi films
- Tested contrast, color temperature, and shadow direction to reinforce narrative tone
- Used *Sequencer* to create animated shots for portfolio and breakdowns

Rush, Die, Repeat — Fast-Paced Shooter Prototype

GameMaker Studio 2, 2024–2025

- Designed levels and combat mechanics with strong visual feedback and game feel
- Modeled modular 3D assets in Blender for props and backdrops
- Experimented with syncing visuals to soundtrack rhythm to enhance immersion