

# Evangelia Fahantidou

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## Projects

### Project 007

IO Interactive, Copenhagen, Denmark, September 2023 - November 2024

**Senior Level Designer** for the game.

### Assassin's Creed Valhalla

Ubisoft Montreal, Montreal, Canada, November 2018 - September 2020

**Quest Designer** for the Gloucestershire Main Quest Arc. Support for other Quests and DLC

### BioShock 4

Cloud Chamber (2K), Montreal, Canada, November 2021 - July 2023

**Level Designer** for the game, designing both layouts and missions

### Assassin's Creed Odyssey

Ubisoft Montreal, Montreal, Canada, December 2017 - November 2018

**Quest Designer** for the Xenia side quest and the "Lost Tales Of Greece: The Image of Faith" quest arcs

## Related Work Experience

Minority Media, Montreal, Canada, September-December 2015

**Game Design Intern** for Time Machine VR

Emergent Media Center (EMC), Burlington, VT, USA, February-March 2015

**Level Designer** for puzzle minigame

Johns Hopkins University CTY Greece Summer Program, Thessaloniki, Greece, June-July 2015

**Lab Assistant** for the Computer Science course

## Technology Skills

C++; C#; Unreal Engine 4; Unity 3D; Adobe Photoshop, Adobe Illustrator, Adobe Flash and Flash Develop; Autodesk Maya; Microsoft Word, Excel and PowerPoint; GIMP; Apache OpenOffice; Audacity

## Additional Professional Experience

"The Tools of Level Design: Guiding without Guides," Guest Lecturer at ITU, Copenhagen, Denmark; April 2024

"Mission Design & Game Writing: A Marriage," Presenter for 7<sup>th</sup> [WordPlay Festival](#), Toronto; November 2019

Guest Speaker in the [Girls Go Coding](#) in Athens, Greece; November 2015

## Other Attributes:

*Team-oriented, Collaborative; Flexible; Deadline-focused; Critical thinking;*

**Languages:** Bilingual: English (Fluent) and Greek (Native Language); French: (B2)

## Education

Champlain College, Burlington, VT

*Bachelor's Degree in Game Design, May 2017*

Admin for CCE E-sports Club, Member at Extracurricular Game Developers of Champlain (EDC)

## Interests

Games, Architecture, Tabletop Roleplaying Games, Photography, Foreign Cultures & Languages, Robotics, Literature, Chess, Coffee