

# Evangelia Fahantidou

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## Professional Experience

### IO Interactive - Copenhagen

*Senior Level Designer*

#### 007 First Light

2023 - 2024

Owned, designed, and implemented mission layouts and gameplay scenarios for a narrative-driven game. Collaborated with narrative, gameplay, and environment teams to create immersive mission experiences aligned with the James Bond franchise vision. Created tools with the engine programming team for the level design pipeline.

### Cloud Chamber - Montreal

*Level Designer*

#### BioShock 4

2021 - 2023

Designed level layouts and narrative gameplay sequences for the next installment of the BioShock franchise. Developed mission structures integrating narrative storytelling with systemic gameplay. Collaborated with systems design team and implemented iteration cycles to prototype and improve gameplay and player experience.

### Ubisoft Montreal

*Quest Designer*

2018 - 2020

#### Assassin's Creed Valhalla

Designed the quests for the **Gloucestershire Main Quest Arc**, creating custom gameplay in the open-world RPG. Implemented mission scripting and gameplay events supporting narrative progression. Collaborated with writers, cinematic teams, and gameplay programmers to deliver integrated narrative experiences. Supported additional quests and DLC development during and post production.

2017 - 2018

#### Assassin's Creed Odyssey

Designed quests for **Xenia side-questline** and the **"Lost Tales of Greece: The Image of Faith"** storyline. Built gameplay sequences supporting exploration, narrative delivery, and player choice. Implemented mission logic and gameplay triggers within Ubisoft's internal toolset.

## Core Skills

Level Design, Layout Design, Mission & Quest Design, Open-World Gameplay Systems, Player Guidance & Spatial, Storytelling, Encounter Design, Gameplay Scripting; Unreal Engine 5, Unity, C++, C#, SketchUp, Photoshop,

Illustrator, Maya;

Collaboration, Team Oriented, Mentorship, Cross-discipline coordination, Iterative design pipelines, Playtest-driven iteration.

## Industry Contributions

*Guest Lecturer* – IT University of Copenhagen

"The Tools of Level Design: Guiding without Guides" (2024)

*Speaker* – [WordPlay Festival](#), Toronto

"Mission Design & Game Writing: A Marriage" (2019)

*Guest Speaker* – [Girls Go Coding](#) Athens (2015)

## Languages:

Bilingual: English (Native) and Greek (Native); French: (B2)

## Education

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

Champlain College, Burlington, VT