



# Elvira Smakić

## Level Designer

*The most important thing I've learned while studying is not to be afraid to fail, because with failure comes iteration and better ideas.*

### Contact

#### Portfolio

[www.elvirasmakic.com](http://www.elvirasmakic.com)

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### Education

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#### Level Design

##### **The Game Assembly, Malmö**

*2020-Ongoing*

Various courses in 3D-modeling, visual scripting and level design, giving a stable base in the three pillars making up level design: design, art, and technology.

### Skills

Unreal Engine 4

Unity

Blender

Tiled

Level Designer Tool Kit

Photoshop

Perforce

Tortoise SVN

Scrum

#### Game Development

##### **Ljud- & bildskolan, Lund**

*2017-2020*

A senior high school education focusing on introducing game development, learned programming in C#, modelling in Maya and the basics of Unity.

#### Language

Swedish (native)

English (fluent)

Polish (moderate)

Bosnian (limited)