



Vojtěch Kovář



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CONTACT

I am Vojtech Kovar, a level designer with five years of professional experience in the gaming industry, which I gained while working remotely on Volcanoids game. My passion is creating open worlds and engaging environments for players. I am based in Brno, in the Czech Republic.

LANGUAGE

Czech	Native
English	Proficient
French	Basic

SKILLS

PROFESSIONAL

- Level design

TECHNICAL

- Unity
- Unreal
- Video editing
- Graphic design

SOFT SKILLS

- Creativity
- Storytelling
- Organization
- Self-learner
- Teamwork
- Independence

INTERESTS

- Photography
- Cooking
- Traveling
- Hiking
- Art
- Logistics
- Reading

WORK EXPERIENCE

• Level designer - video game development **Volcanoids**

July 2021 - July 2026 | Remote, Full-time

- Level Design
- Level Art
- World design
- Research
- Storytelling
- Game design
- Testing

Skills: Independence, problem solving, provided feedback

• Product designer

July 2018 - December 2020 | On-site, Full-time

- 2D/3D Product visualization
- Product prototyping and testing

Skills: Design thinking, concept development

EXPERIENCE

• Personal/Non-profit

- Website administration
- Organization of small events
- Social media administrator
- Graphic design, posters, social media posts
- Creating promo videos
- Technical help, streaming