

Rostik Fomich

Level Designer & Artist

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PROJECTS

Shelter (Counter-Strike 2)

Shipped June 2026

- Designed, iterated, and polished a competitive 5v5 hostage rescue level.
- Created fast-paced and balanced chokepoints and engagements that promote team-play.
- Incorporated concepts of area control and denial that reward smart decision-making.
- Incorporated intuitive design, flow, and color coordination to aid player orientation.
- Conducted frequent playtests, critically evaluated feedback, and iterated level's design.
- Developed surveys to evaluate playtester experiences and focus my iterative design process.
- Created environment art with an attention to detail and application of reference photography.
- Created numerous custom models and materials to complement setting and art direction.
- Prioritized varied use of lighting and materials with focus on overall composition of scenes.
- Balanced and evaluated macro and micro art direction to ensure authenticity and believability.
- Created soundscapes and audio effects to create an authentic experience.
- Developed novel gameplay behavior, visuals, and audio to replace standard hostages.
- Ensured custom hostage scripting was robust and gracefully handled known edge-cases.

Storm Drain (Half-Life: Alyx)

Shipped February 2023

- Designed, iterated, and polished an hour-long single-player level for virtual reality.
- Balanced combat and puzzles to provide players an engaging experience without repetition.
- Incorporated concepts of circular level-design to effectively reuse space for varied experiences.
- Tutorialized new gameplay mechanics to allow players to learn before applying knowledge.
- Collaborated with other designers to ensure combat felt organic and used arenas exhaustively.
- Created unique art and assets to complement setting and complement art direction.
- Scripted various complex events to ensure communication of milestones to the player.
- Prototyped unique puzzles in test environments to ensure readability and comprehension.
- Compiled, cataloged, and evaluated playtester feedback to inform my iterative design process.

SKILLS - SOFTWARE

- Iterative and Intuitive single-player and multi-player level design with respect for scale, flow, and pacing
- Ability to organize, evaluate, and apply playtester feedback
- Environment art with focus on composition and lighting
- Advanced scripting and v-scripting
- Hard Surface modeling
- Material creation
- Basic rigging & skin weighting
- Rigid body animation
- Audio design and production
- Source 1 and 2
- Blender, 3DS Max
- Photoshop, GIMP
- Substance Painter
- Substance Designer

PUBLIC SECTOR EXPERIENCE

Executive Policy Coordinator and Advisor

July 2024 - Present

Manager and Policy Writer

June 2021- July 2024

Associate Policy Writer

June 2019 - June 2021

Policy Writer

January 2018 - June 2019

EDUCATION

University of California, Berkeley, BA in International Relations

2017

Saint Petersburg State University, Russia, Advanced Russian Language

2016