

Hussein Dari



Contact

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Languages

German
English
Turkish

Education

FOS Bamberg	2002 - 2003
FOS Kulmbach	2001 - 2002
PWS Lichtenfels	1998 - 2001

I'm a professional level designer and worked on projects like Far Cry, Crysis and Hunt:Showdown.

Responsible for designing level layouts, game-play features and maintaining production methods in video games.

In addition as lead responsible to direct, instruct and guide my team.

Projects

Hunt: Showdown

Lead Level Designer

December 2016 - Present

The Climb 2

Lead Level Designer

March 2020 - March 2021

Robinson: The Journey

Lead Level Designer

January 2016 - November 2016

Senior Level Designer

January 2015 - December 2015

The Climb

Lead Level Designer

January 2016 - April 2016

Senior Level Designer

January 2015 - December 2015

Warface

Senior Level Designer

October 2013 – Dec. 2014

Ryse

Senior Level Designer

March 2013 – October 2013

Crysis 3

Senior Level Designer

April 2011 – February 2013

Crysis 2

Senior Level Designer

August 2010 – March 2011

Regular Level Designer

Sep. 2008 – August 2010

Crysis Warhead

Regular Level Designer

October 2007 – Sep. 2008

Crysis 1

Regular Level Designer

May 2005 – October 2007

Junior Level Designer

May 2004 – May 2005

Far Cry

Junior Level Designer

February 2004 – May 2004

Far Cry

Quality Assurance Tester

February 2003 – February 2004