

SUMMARY

Technical Level Designer with 6+ years of experience shipping AA titles across console, PC and mobile. Specialized in UE5 level scripting, player navigation and systemic gameplay design using Unreal Blueprints.

CORE COMPETENCIES

ENGINES & TOOLS

- Unreal Engine 4/5
- Unity
- Maya
- Jira
- Confluence
- Notion
- Miro
- Figma

SCRIPTING & TECH DESIGN

- Unreal Blueprints
- Gameplay Scripting
- Level Scripting
- Rapid Prototyping
- Technical Documentation
- Debugging
- Systemic Design

LEVEL DESIGN

- Greyboxing
- Puzzle Design
- Player Navigation
- Encounter Design
- Level Flow
- Environmental Storytelling
- Narrative Flow

OPTIMIZATION & PRODUCTION

- Lumen/Nanite Optimization
- Console Profiling
- Performance Optimization
- Cross-disciplinary Collaboration
- Agile Development
- Production Pipelines

PLATFORMS: PS4, PS5, Xbox One, Xbox Series X|S, Nintendo Switch, PC, Mobile.

VERSION CONTROL: Perforce, Git, Source Control.

WORK EXPERIENCE

Game Designer / Level Designer

TESSERA STUDIOS · Nov. 2021 - Jan. 2026

- Primary Level Designer on Transformers: EarthSpark – Expedition, responsible for overall map structure and level design direction.
- Designed 4 levels for Star Trek: Prodigy – Supernova, including puzzle design and player navigation systems in UE4.
- Scripted gameplay logic in Unreal Blueprints before engineering handoff, reducing iteration time through documented prototypes and clear code requirements.
- Collaborated with Art to align level dressing, player navigation and level flow in UE5.
- Managed bug fixing and polish pipelines from greybox to final production.
- Primary Level Designer on an unannounced AA RPG (NDA), covering level design, Blueprint scripting and cross-disciplinary collaboration over 2 years.

Junior Game Designer

STARLOOP STUDIOS · Jul. 2020 - Oct. 2021

- Sole Game Designer across 4 mobile projects for Android and iOS, including Lingo ¡Haz palabras!
- Designed and prototyped levels in Unity across multiple casual titles, from concept to playable builds.
- Coordinated cross-functional teams under Agile methodologies to deliver milestones and product KPIs.
- Supported the launch production of Lingo ¡Haz palabras! from development to release.

Level Designer / Lighting Artist

BERLIN:BY TEN · Feb. 2019 - Jul. 2020

- Designed and implemented baked and dynamic lighting setups in UE4, building a cohesive stylized visual identity across all environments.
- Used light, colour and shadow to guide player navigation and highlight key objectives, contributing directly to level design and flow.
- Managed the full post-process pipeline (colour grading, bloom, atmospheric fog) and set up materials for correct PBR response in UE4.
- Optimized lightmaps, shadow casting and volumetric effects to ship on PlayStation 4 without compromising visual quality.

Game Designer / Lighting Artist

TENJET GAMES · Feb. 2018 - Jan. 2019

- Level Designer and Lighting Artist on Khlon: No Return for PS4.
- Designed gameplay mechanics and level logic using Unreal Blueprints.
- Created lighting setups supporting environmental storytelling, navigation and horror pacing.
- Collaborated with art and engineering to define gameplay implementation workflows.

Project Lead & 3D Artist

MAX VALLEY · Dec. 2017 - Apr. 2018

- Led a 6-person team developing VR roller coaster experiences for international theme park attractions using Unity and Oculus Rift.
- Built and dressed VR environments while managing 3D and VFX asset pipelines.
- Coordinated production tasks and delivery milestones for live installations.

■ KEY PROJECTS

TRANSFORMERS: EARTHSPARK - EXPEDITION

Single-player action-adventure published by Outright Games. Released October 13, 2023 on PS4, PS5, Xbox One, Xbox Series X|S, Switch and PC. Primary Level Designer responsible for overall map structure and level design direction across the full title.

STAR TREK: PRODIGY - SUPERNOVA

Action-adventure game published by Outright Games. Released October 14, 2022 on PS4, PS5, Xbox One, Xbox Series X|S, Switch and PC. Designed 4 levels including puzzle design and player navigation systems in UE4.

■ EDUCATION

Master in Game Design and Interactive Media · U-tad

Graduated June 2018

Higher Vocational Training in 3D Animation & Interactive Environments · U-tad

Graduated June 2017

■ LANGUAGES

SPANISH Native

ENGLISH Professional Working Proficiency