GABRIEL FUENTES
Level Designer

GIF

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SKILLS

- Collaboration
- Communication
- Documentation (GDD)
- Encounter Design
- Environmental Storytelling
- Linear Design Experience
- Project Management
- Rapid Prototyping
- Scripting
- Scrum Methodologies

TECHNICAL SKILLS

- Asana
- Blueprints (Unreal Engine)
- C#
- Jira
- Perforce
- SourceTree
- Trello

SOFTWARES

- Adobe Creative Cloud
  - Photoshop
  - Premiere
- Autodesk Maya
- Unity 3D
- Unreal Engine 4 & 5

EDUCATION

- CGMA Certificate – 2023
  - Level Design for Games
- Full Sail University – 2019
  - Bachelor's in game design

ACHIEVEMENTS

- Recipient of 2023 PRGDA and LATAM GDC Scholarship

SUMMARY

Efficient Level Designer with 3+ years of experience. Skilled in Unreal Engine 4 & 5, Unity3D, and Photoshop. Designed 50+ levels and contributed to 5 published titles for Android and iOS. Adept leader, excelling in project management and timely delivery of outstanding results.

PROFESIONAL EXPERIENCE

LEAD LEVEL DESIGNER   April 2023 – Present
Heavy Weather Games
Echoes of Anov'ah

- Collaborated closely with the creative team to brainstorm, refine, and implement **gameplay mechanics**, ensuring alignment with the game's design vision.
- Led the **creation and documentation** of two-level blockouts.
- Collaborated with the Art Team to assess necessary **level assets**, while keeping game metrics in mind, to elevate the overall **gameplay experience.**

ASSOCIATE LEVEL DESIGNER   March 2020 – Feb 2023
SRG Studios

- Created and iterated on **graybox environments** to validate core gameplay features, optimizing game development processes.
- Collaborated effectively across departments to **pitch gameplay mechanics**, **level designs**, and **game ideas**, all while remaining aligned with project goals.
- Achieved seamless asset integration by proficiently using **SourceTree** version control software for project collaboration.
- Balanced and tuned multiple systems to effectively **optimize performance and experience** on mobile devices.

PROJECTS

SOLO LEVEL DESIGNER   Oct 2023 – Nov 2023
Spider-Man: 'Operation Radio Silence'

- Designed **combat encounters** inspired by Spider-Man 2, providing the equivalent gameplay experience for the players.
- Integrated a **narrative-rich mission** and **scripted events** using Blueprints in interactive elements, cutscenes, and combat, effectively enhancing player immersion.

SOLO LEVEL DESIGNER   June 2023 – July 2023
Uncharted: 'A Stolen Fortune'

- Designed a balanced and paced level progression, focusing on combat and traversal spaces within a **linear narrative-driven experience.**
- Prototyped the player's **sliding mechanic** and implemented **level scripting events** using Blueprints.