



## Summary

I'm a Level Designer with +3 years of professional experience on AAA games of international scope. I'm in love of creating immersive worlds and extraordinary gameplay experiences in order to deliver games that stand out from game industry standards. I work without strict supervision and act as my own producer to deliver levels from early stage concepts to shippable stage of development, as well as do extensive playtest of my levels to polish them, so they can reach the best level of quality possible.

## Experience

### Junior Level Designer – Ubisoft (June 2019 – PRESENT) – Assassin's Creed: Valhalla



- **Document, build, implement, script events, bug-fix and "own" my designs**, overseeing them from concept through to final release.
- **Design new and unique gameplay experiences** that create an extraordinary immersion to the player in my levels.
- **Cooperate with other designers, as well as other departments** such as art, programming, production, QA, audio and direction to deliver a successful level.
- **Prototype and pitch my designs to the rest of the team** to receive feedback and iterate with the proper vision.

### Junior Game / Level Designer – Purple Lamp Studios (January 2019 – June 2019 / 6 months)



- **Do Gameplay Design** to define the Core Mechanics of the game and work in the polishing of the 3Cs of the character to create the best gameplay control experience ever.
- **Do Level Design** to define the perfect balance, pacing and in-game gameplay events inside the levels to create the best game feel possible that fits with the narrative and script those events in Unreal Engine 4.
- **Do Systems Design** to define features that fit into the narrative to create deeper and rewarding gameplay experiences.
- **Coordinate with other departments** (Art, Programming, Production) to work accordingly with the estimated production plans to reach all my tasks deadlines and team milestones successfully in time.

### Lead Game / Level Designer - BlackMouth Games - HOME: Outlaw State (August 2018 – December 2018 / 5 months)



- **Do Level Design** to define the Level Flow, Points of Interest, Level Progression, Pacing, Level Framing, Game Feel, Level Composition, Wow Moments, GameSpaces, Tension Moments, etc, and script and integrate them in UE4.
- **Do Mission Design** to define the different challenges for the players to enjoy in the world, designing the objective, the Mission GameSpace, the challenges and obstacles to achieve the mission, the rewards, the chain of missions, Mission Background and story, Design Dungeons and Raids, etc, and script and integrate them in UE4.
- **Management of the Design department** to ensure the correct design of the game and to share knowledge, as well as work closely with other departments (Programming, Art, Production, etc) to establish the same Game Vision to create the best game experience possible.

## Education

- **MA Degree: Level Design for Games** (May 2020 – July 2020) CGMA (Computer Games Master Academy)
- **Bachelor's Degree: Game Design** (September 2014 – July 2019) U-tad University  
Las Rozas, Madrid, Spain



## Languages

Native Spanish speaker and fluent level of English (B2)

## Portfolio

You can check all the games and personal project, as well as my social network:

