

Leslie B. Marin

📍 Aguascalientes, Mex 📩 Bistraw.LM@gmail.com 🌐 <https://bistraw.github.io/Bistraw.io> 💬 Bistraw

About me

Technical Game Designer specializing in level design and mission systems. View teamwork as the essential framework for creating impactful gameplay. Focus on acting as the nexus between creative vision and technical execution, transforming narrative and art into intentional player experiences. Excel at collaborating across disciplines to architect worlds where environmental storytelling and player agency converge, ensuring the delivery of cohesive, challenging, and inspiring games.

Education

Autonomous University of Aguascalientes

BS in Computer Science GPA: 3.7/4

Experience

Game Designer - Gameplay Designer

Hollow Sense

Leon, MX

Oct 2025 – Present

- Owned the end-to-end enemy design pipeline, from initial concept to final balance tuning
- Established enemy fantasy and narrative foundation through mood boards, concept briefs, and detailed design documentation to guide the art team.
- Designed core enemy mechanics and comprehensive move sets, specifying attack wind-ups, active frames, and recovery to ensure clear and engaging player feedback.
- Fostered close collaboration with cross-disciplinary teams (Art, Animation, Programming) to ensure cohesive vision and high-quality execution.

Game Developer And Designer

Equilibrium Games

Aguascalientes, MX

Sep 2023 – Present

- Designed and developed 50+ quests (main, side, and chain) that achieved 85% completion rates during beta testing.
- Adapted and refined 150+ quest structures under direction, ensuring consistency with established game lore and player engagement goals.
- NPC Design & Implementation: Character creation with established assets and lore.
- Open World Level Design: world building.

Game Designer, Intern

Amber Studio

Guadalajara, MX

Jan 2025 – Jul 2025

- Design and prototype games with marketing potential using Roblox Studio (Lua).
- Monetization features demonstrated 15% conversion rates during limited beta testing.

Core Competencies

Cross-disciplinary collaboration

Narrative-driven level design

Gameplay systems iteration

Documentation and communication

Technical Proficiencies

Languages: C++, C#, Python, Lua

Engines: Unreal Engine, Unity, Godot

Tools: Miro, Trello, Perforce