



# MANUEL ESCORZA

## Level Designer

Professional Level Designer with 4 years of industry experience across single and multiplayer games. Previously a programmer with extensive scripting and coding experience. My favorite thing about environment creation is to tell stories and iterating the experience until its just right for the players.

I am based in Spain but ready to relocate and can work remote/freelance/b2b in any time zone as needed. Let's talk!

## Contact

### Phone

+34 689 90 80 21

### Email

[manumeg@gmail.com](mailto:manumeg@gmail.com)

### Website / Portfolio

[www.manuelescorza.com](http://www.manuelescorza.com)

## Education

### Master's in Game Design

Vancouver Film School  
2019-2020, Honors graduate

### Bachelor in Media Engineering

University of Alicante  
2014-2018

## Skills & Tools

### Engines

Unreal Engine, Unity, Game Maker

### Art packages

Blender, Maya, Photoshop

### Scripting

C#,C++, Javascript, Java,  
Blueprints

### Miscellaneous

Jira, Miro, Perforce, Git,  
Confluence

## Languages

English (Bilingual proficiency)

Spanish (Native)

## Professional Experience

2020

Dec

-

2024

Aug

### Off The Grid - Intermediate Level Designer

Gunzilla Games || Unreal 5 || PC, XBOX, PS5

- Designed and implemented big regions for open world map, including re-usable and modular POIs between regions.
- Lead the team and development of the "Bonded Docks" Region
- Owned the mission PVE creation pipeline and development
- Collaborated with art teams on dressing and polishing the environment, terrain and decals up to final art release
- Mentoring and onboarding juniors.

2024

Oct

-

2024

Dec

### NDA Title - Level Designer

Freelance || Unreal 5 || PC

- Design set-pieces and levels for several important story segments.
- Planned the level geometry and scripting interactions for specific camera angles and cinematics
- Prototyped and planned different enemy encounters

2018

June

-

2018

Sept

### Path to Mnemosyne - Intern Gameplay scripter

Devilish Games || Unity || PC, Switch

- Prototyped and implemented some of the game's puzzles
- Transferred ideas from the team into prototypes to be tested in the game
- Coded UI elements and logic for additional studio projects

## Accolades

### Excellence in Level Design

Vancouver Film School  
Game Design Awards  
2020

### Best final design thesis

University of Alicante  
For: "Developing psychological exploration in games"