

## Contact

### Phone

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### Email

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### 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 (Professional fluency)

Spanish (Native)

# MANUEL ESCORZA

## Level Designer

Professional Level Designer with 4 years of industry experience across different genres like story-driven, puzzle and adventure games. What I enjoy about environment creation is to tell stories and iterating the experience until its just right for the players.

## Professional Experience

2020

Dec

–

2024

Aug

### Off The Grid – Level Designer

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

- Delivered the locations of Bonded Docks, Stork City, Little Kyiv and Saltie in complete form after full iteration from paper design to dressing and polishing.
- Developed reusable and modular POI layouts; reducing production times for locations in between regions by 40%.
- Established and maintained the PvE mission creation pipeline, coordinating level design, scripting, and narrative.
- Collaborated with art teams to align final art with gameplay intent, collisions and navigation, leading to a 20% boost in player retention during season 1.
- Developed special play-tests with surveys and documentation for each region of the map, speeding up iteration and feedback collection significantly.

2024

Oct

–

Current

### Freelance Level Designer – NDA projects

Freelance – || Unreal Engine 5 || PC

- Delivered multiple levels for clients in different game genres.
- Delivered strong, curated pipelines for both level implementation as well as art and story through consulting.
- Planned levels, encounters and story beats in the general scope of the game to improve client's overall game.

2018

June

–

2018

Sept

### Path to Mnemosyne – Gameplay designer

Devilish Games || Unity 5 || PC, Switch

- Prototyped and implemented sphere and ray puzzle levels.
- Translated ideas from the design team into prototypes to be tested in the game.
- Coded UI elements, logic and menus for additional projects in the studio.

## 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"