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Fernando Barroso

Level Designer

ABOUT ME

"I wholeheartedly believe in the power of level design to tell stories and evoke emotions. Having grown up with the values of co-operation and teamwork, I love helping to bring game visions to life and creating memorable experiences through the medium of level design."

TECHNICAL SKILLS

GAME ENGINES
Unreal Engine 4.12+
Unity 5.12+

PROGRAMMING LANGUAGES
C#	Unreal Blueprints
C++	Python

3D SOFTWARE
Blender	Maya
3DS Max	SketchUp

GRAPHICS SOFTWARE
Photoshop	InDesign
Illustrator	Premiere

BONUS
Github	Excel
Jira	

LANGUAGE

Spanish - Native Speaker

English - Fluent / Bilingual

SELECTED PROJECTS

"DM-Buurdhis" — A frenetic **FPS Deathmatch multiplayer** level for 8-12 players for the *Unreal Tournament* game.

"Industrial Area" — A team based **TPS multiplayer** level with focus on stealth, for 8 players.

"Test Chamber Variations" — **3D Puzzle Design** study. Design and Scripting of puzzles using a "push the box" mechanic.

"The Underground Castle" — **Platformer level design** study. Design and Iteration of basic challenges to extend their scope.

"Get out of Control!" — Responsible for designing 8 levels in under 48h for a **3D puzzle game** jam project.

EDUCATION

[2020 - 2021] — **Level Design with Unreal Engine 4**
Level-Up Game Dev Hub (Barcelona, Spain)

[2016 - 2020] — **Videogame Design and Development**
Universidad Rey Juan Carlos (Madrid, Spain)

[2019 - 2020] — **Games and Interactive Media Design**
High Point University (North Carolina, USA)

DESIGN & COLLABORATION

- Strong familiarity with visual scripting languages.
- Creating Design documents, from one page designs to detailed GDD's.
- Rapid prototyping of game mechanics and level blockouts.
- Final asset placing and optimization techniques.
- Frequent playtesting and documenting user feedback and reactions.
- Experience working with teams and adapting to their practices.
- Communicating complex ideas in a clear and concise description.