

✉ fernando.barr.cim@gmail.com

☎ +34 683 54 75 80

📁 naxinix.github.io/Portfolio/

🌐 linkedin.com/in/fernando-barroso-6209a11b1/

🏠 naxinix.itch.io

🎨 artstation.com/naxinix

Fernando Barroso

Level Designer

SKILLS

TOOLS

Unreal Engine 4.12+

Unity 5.12+

C#

C++

Unreal Blueprints

BONUS

Blender

Github

Jira

Photoshop

Illustrator

Excel

LANGUAGE

Spanish - Native Speaker

English - Fluent / Bilingual

ABOUT ME

"I have deep passion for games, movies, and really any media that can entertain or send a message. I like to think of myself as quick witted, organized, creative, and insightful. As an avid consumer of media, I am constantly learning new things about the world around me and using that knowledge to delight players with fresh experiences."

SELECTED PROJECTS

- | | |
|-----------------------------|--|
| "DM-Buurdhis" | A frenetic FPS Deathmatch multiplayer level for 8-12 players for the <i>Unreal Tournament</i> game. |
| "Industrial Area" | A team-based 3PS multiplayer level with high importance on stealth for 8 players. |
| "Super Sokoban Maze" | 2D Puzzle Design case study. 6 Sokoban-style levels following 6 different design methodologies. |
| "Get out of Control!" | Responsible for designing 8 levels in under 48h for a 3D Puzzle game jam project. |
| "Alternative test chambers" | 3D Puzzle Design case study. Design & Scripting of puzzles which explore a pushing box mechanic. |

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 GDD's.
- Rapid prototyping of game mechanics and level blockouts.
- 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.