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📁 naxinix.github.io/Portfolio/

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Fernando Barroso
+ LEVEL DESIGNER

EDUCATION

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

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

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

TECHNICAL SKILLS

GAME ENGINES
Unreal Engine
Unity

PROGRAMMING LANGUAGES
C#   Unreal Blueprints
C++   Python

3D SOFTWARE
Blender   Maya
3DS Max   SketchUp

BONUS
Github   Excel
Jira   SourceTree

LANGUAGES

Spanish - Native Speaker

English - Fluent / Bilingual

PROFILE

- 3+ years of professional development experience in the gaming industry
- Specialized in level design, quest design and scripting
- Speaking and teaching experience

LEVEL DESIGNER · Baby Robot Games · *2021 ▶ 2024*

Ereban: Shadow Legacy - PC

- Main level designer for 8 action adventure, stealth platforming levels
- Level design, layout, prototyping and scripting
- Encounter design and AI high-level settings
- Contributed to core gameplay, systems, and narrative/quest design
- Polish & bug fixing
- ★ 87% positive reviews on Steam
- ★ "Best Game" winner at Indie Dev Day Awards 2024

LEVEL DESIGNER · Factory of Dreams · *2024*

Luzia: Rainbow in the Dark - PC

- Iterated on the layout and pacing of this arcade runner
- Reorganized the obstacles and objectives for a more engaging experience
- Setted up rail cameras and in-game scripted events
- ★ Showcased at Gamescom 2024

LEVEL DESIGN LECTURER · UPC · *2024*

- Gave class to 20+ final year university students
- Designed and prepared the syllabus for the semester
- Covered the basics of Level Design theory
- Developed practical applications in different videogames genres
- Taught Unreal Engine 5