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## 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 5+

Unity 5.12+

### PROGRAMMING LANGUAGES

C# Unreal Blueprints

C++ Python

### 3D SOFTWARE

Blender Maya

3DS Max SketchUp

### BONUS

Github Excel

Jira SourceTree

## LANGUAGE

**Spanish** - Native Speaker

**English** - Fluent / Bilingual

# Fernando + Barroso

## Level Designer

## LEVEL DESIGNER

[ 2021 - 2024 ] **Ereban: Shadow Legacy** (*Baby Robot Games*)

- Main level designer for 8 action adventure, stealth platforming levels
- Level design, layout, prototyping, and scripting. From concept to shipping
- Encounter design and AI high-level settings
- Contributed to core gameplay, systems, and narrative/quest design
- Polish & bug fixing

## LEVEL DESIGN LECTURER

[ 2024 ] **Universitat Politècnica de Catalunya**

- 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

## DESIGN & COLLABORATION

- Strong familiarity with visual scripting languages.
- Creating Design documents, from one page designs to detailed LDD'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.