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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 <b>FPS Deathmatch multiplayer</b> level for 8-12 players for the <i>Unreal Tournament</i> game. |
| "Industrial Area"         | A team based <b>TPS multiplayer</b> level with focus on stealth, for 8 players.                            |
| "Test Chamber Variations" | <b>3D Puzzle Design</b> study. Design and Scripting of puzzles using a "push the box" mechanic.            |
| "The Underground Castle"  | <b>Platformer level design</b> 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 <b>3D puzzle game</b> jam project.                   |

## EDUCATION

- |                 |  |
|-----------------|--|
| [ 2020 - 2021 ] | <b>Level Design with Unreal Engine 4</b><br>Level-Up Game Dev Hub (Barcelona, Spain)     |
| [ 2016 - 2020 ] | <b>Videogame Design and Development</b><br>Universidad Rey Juan Carlos (Madrid, Spain)   |
| [ 2019 - 2020 ] | <b>Games and Interactive Media Design</b><br>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.