

Malena Rivas

Level Designer

Houston, TX

Portfolio: www.artstation.com/malenarivas

Phone: (409) 888-1191

Email: malenarivascontact@gmail.com

EXPERIENCE

'Fallout 4 - Capital Wasteland' - *Senior Open World Level Designer*

DECEMBER 2018

- The majority of my roles within this project were to implement and design varied level environments and gameplay encounters. These level environments were both exterior and interior.
- Worked closely with Asset Leads and Artists to polish world spaces assigned to me.
- Worked under a basic scrumban framework using external services such as Trello.
- Pushed and pulled updates on a weekly basis from our GitLab Repositories.

'Counter-Strike : Classic Offensive' - *Level Designer*

JULY 2019

- My roles within this project were to design and layout competitive 5v5 map environments. This included the entire process of level design; greyboxing to balancing to polishing to ultimately releasing etc.
- The main map I was in charge of redesigning & developing during this time was 'de_nuke'.

'Steelhead (CS:GO)' - *Lead Designer & Artist*

JANUARY 2022

- This was a completely independent map built for CS:GO's competitive 2v2 gamemode. Every role needed and required to make this map, I had to fill. From the first stages of this map to the last stages this was all created and developed by me!

EDUCATION

San Jacinto College, Houston, TX -

Desktop Support & Network Administration

OCTOBER 2019 - PRESENT