

Malena Rivas

Level Designer

(409) 888-1191
malenarivascontact@gmail.com
www.malenarivas.com

SKILLS

Level Design

- Level design & blockout, combat encounter design, pacing, etc.
- Game system design, implementation, and balancing.
- Visually focused and concise documentation
- Proper playtesting and iteration

Programming

- C++, C#, GDScript, LUA, as well as other legacy languages

Education

- San Jacinto College, Houston, TX
Desktop Support & Network Administration

Level Editors

- Unity, Unreal, Source Engine, Creation Kit, etc.

Software & Applications

- Maya, Blender, 3DS Max
- Adobe Photoshop, GitHub, Trello
- Visual Studio

EXPERIENCE

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

- 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!

‘Counter-Strike: Classic Offensive’ - *Level Designer & Artist*

- 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’.

‘Fallout 4 - Capital Wasteland’ - *Senior Open World Level Designer*

- 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.