Malena Rivas

Level Designer

Houston, TX

**Portfolio:** [malenarivas.com](http://malenarivas.com)

**Phone:** (409) 888-1191

**Email:** [malenarivascontact@gmail.com](mailto: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