| **Malena Rivas**  ***Level Designer*** | (409) 888-1191  [malenarivascontact@gmail.com](mailto:malenarivascontact@gmail.com)  [www.malenarivas.com](https://malenarivas.com) |
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**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   **Level Editors**   * Unity, Unreal, Source Engine, Creation Kit, etc.   **Software & Applications**   * Maya, Blender, 3DS Max * Adobe Photoshop, GitHub, Trello * Visual Studio | **Programming**   * C++, C#, GDScript, LUA, as well as other legacy languages     **Education**   * San Jacinto College, Houston, TX   Desktop Support & Network Administration |
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**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.