

Gabriel Luz Carpes

Game and Level Designer

Passion for Level Design and expertise in programming, architecture, urban planning and Game Design.

You can view a sample of my work here.

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PROJECTS

Ubisoft Toronto NXT - 2022 - Top 5 contestants for Level Design

A Level Design Competition organized by Ubisoft Toronto in which I finished as part of the top-5 entries.

- Finished among the top 5 contestants on Ubisoft NXT.
- Designed a Level for a third person Stealth Game with three main player goals.
- Assembled the level in Unreal Engine 5.
- Fixed bugs and implemented improvements to blueprints provided by Ubisoft.

Hour of Yokay

An adventure Puzzle Game based on Japanese Mythology. Game Jam project developed during the Game Design Post-Grad Course at George Brown College

- Team Size: 14 People
- Roles Taken: Gameplay Designer, Level Designer, Technical Lead
- 2D Top Down RPG based on Japanese Folklore.
- Translated design decisions into code and in engine implementation.
- As lead level designer, created puzzles and the games minute by minute gameplay
- Designed player mechanics along with a team of designers

WORK EXPERIENCE

OSF Digital

MARCH 2019 - AUGUST 2021

- Exchanged information directly with clients to understand requirements for applications.
- Implemented new improvements for live websites
- Aided QA with testing steps and procedures.
- Implemented responsive and accessible front-end interfaces for e-commerce applications

Architecture Photography

APRIL 2014 - MARCH 2019

- Independent artist developing visual narratives through the use of photography
- Participated in exhibitions in Porto Alegre-BR, Rio De Janeiro-BR, Buenos Aires-ARG, Belfast-UK, Braga-PT, Verzasca-SWI and Montevideo-UR.

SKILLS

- Unreal Engine
- Unity
- Javascript
- HTML
- CSS
- GIT
- C++
- C#
- Adobe Photoshop
- Adobe Illustrator
- Adobe Indesign
- Autocad
- Sketchup
- Microsoft Word
- Microsoft Excel
- Microsoft Powerpoint

CERTIFICATIONS

Certified SCRUM Master by
Scrum.ORG

Salesforce B2C Commerce
Cloud Developer Certification

LANGUAGES

- Portuguese
- English
- French

EDUCATION

Digital Design - Game Design, George Brown College — *Post Grad*

2021 - 2022

System Analysis and Development, Unisinos — *Diploma*

2016 - 2019

Architecture and Urban Planning, UFRGS — *Bachelors*

2009 - 2015

References available upon request