

# GABRIEL CARPES

---

LEVEL DESIGNER | [gabriellcarpes@gmail.com](mailto:gabriellcarpes@gmail.com) | <https://gabriellcarpes.github.io/> | TORONTO, ON

## Summary

Level Designer with 3+ years of experience, specializing in action-adventure games and live service MMORPGS. Proven ability to collaborate effectively with cross-disciplinary teams in order to design and implement levels

## Skills

- Level and Gameplay Design
- Writing Design Documentation
- Effective communication and interpersonal skills in collaborating with creative, tech, and production teams
- Problem solving and creative thinking
- Adobe Photoshop, InDesign, Premiere
- Unreal Engine, Unity
- C++, JavaScript

## Work Experience

### Level Design Analyst | Amazon Games Studios | Toronto, ON | 2022-2025

Contributed to the Design and Balancing of multiple live-service titles in a collaborative, cross-functional environment.

#### Key Projects

- **KING OF MEAT (2025)**
  - Provided in-depth Level Design feedback and documentation that led to improved pacing throughout the experience
  - Worked in balancing difficulty of levels in order to create a smoother difficulty curve leading into the end game
- **THRONE & LIBERTY (2024)**
  - Worked on balancing progression and game economy positively impacting the experience and retention of new players
- **NEW WORLD: AETERNUM (2024)**
  - Wrote design documentation focused on 3Cs and console port of the game leading to a better balancing of cross-play PvP
- **007: Dying Light (Future release)**
  - Analytical Level Design feedback that identified key issues with exploration in the game
- **Tomb Raider (TBD)**
  - Contributed to changes in wayfinding and exploration which led to players having to rely less on quest markers and UI
- **Unannounced Multiplayer Game**
  - Designed and implemented level areas focused on combat and traversal resulting in more dynamic experience

## **Level Designer | Little Birch Games | Toronto, ON | 2021-2022**

Designed and implemented levels while maintaining constant communication with Narrative, Gameplay and Art teams to understand gameplay needs and possibilities

## **Senior Front-End Web Developer | OSF Digital | 2019-2021 | Porto Alegre, Brazil**

Collaborated directly with clients to define project scope and technical requirements  
Mentored junior developers, improving team efficiency and code quality

## **Education**

Digital Design - Game Design

**George Brown College | Toronto, ON**

System Analysis and Development

**UNISINOS | Porto Alegre, Brazil**

Architecture and Urban Planning

**Universidade Federal do Rio Grande do Sul | Porto Alegre, Brazil**