

# RODRIGO GILIBERTI

Game Designer | Level Designer | Graphic Designer

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■■ Italian & EU Citizen — authorized to work in the EU without visa sponsorship | Open to relocation worldwide

## PROFESSIONAL SUMMARY

Game Designer and Level Designer with 4+ years of experience building immersive player experiences across multiple genres. Proficient in the full level design pipeline — from concept and blockout through scripting, lighting, and final in-engine delivery — with hands-on expertise in Unity (Visual Scripting) and Unreal Engine 3/5. Collaborative and self-driven, comfortable working in remote, agile, and cross-functional teams.

- Full pipeline ownership: GDD/LDD authoring, blockout, encounter design, pacing, set dressing
- Shipped commercial levels for two studios as lead designer
- Visual background from professional Graphic Design at a major news platform (30M+ monthly users)

## PROFESSIONAL EXPERIENCE

### Level Designer & Game Designer — Invictus Game Studio

June 2024 – Present | Freelance / Contract

- Designed and shipped two production-ready levels end-to-end in Unity, owning the full pipeline: concept, blockout, encounter design, level scripting (Visual Scripting), art, lighting, and final delivery.
- Defined level flow, player navigation, and pacing to guide players intuitively and sustain engagement throughout each level.
- Authored and maintained GDDs and LDDs covering mechanics, layout rationale, and target player experience.
- Iterated through multiple playtesting cycles, incorporating developer and artist feedback to hit production milestones on schedule.
- Delivered set dressing and environmental storytelling ensuring visual and gameplay coherence across both levels.

### Level Designer — Kitusumon

May 2023 – Aug 2023 | Freelance / Contract

- Designed and delivered a playable level for a commercial title applying professional blockout workflows from concept to final pass.
- Collaborated with the core team to implement gameplay flow, define spatial layouts, and deliver environmental storytelling aligned with the creative direction.
- Provided structured design feedback and iteration support throughout production to ensure consistent quality.

### Graphic Designer — Infobae

Feb 2022 – Apr 2023 | Full Time

- Produced visual assets for digital content, marketing, and editorial projects at one of Latin America's largest news platforms (30M+ monthly users).
- Worked cross-functionally with editorial, marketing, and product teams to maintain visual consistency across web, social, and digital channels.

## EDUCATION

### Game Design Specialization — DaVinci, Escuela de Creatividad

2020 – 2026

Level Design Mastery Course | 3 Game Projects Produced

## SKILLS

### Level & Game Design

- Blockout / White Box / Greybox
- Level Flow & Pacing
- Encounter Design
- Player Guidance & Navigation
- Gameplay Design & Systems
- Narrative & Environmental Storytelling
- Rapid Prototyping
- GDD & LDD Documentation

### Software & Tools

- Unity (Visual Scripting) | Unreal Engine 3 & 5
- Adobe Photoshop | Illustrator | After Effects
- Figma | Miro | Canva
- GitHub
- ZBrush | Substance Painter | Maya
- Jira | ClickUp | Trello | Slack
- Agile / Scrum workflows

## LANGUAGES

Spanish — Native | English — Professional Working Proficiency (B2/C1)