Fernando Barroso

LEVEL DESIGNER

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🗂 naxinix.github.io/Portfolio/

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SKILLS

GAME ENGINES
Unreal Engine
Unity

PROGRAMMING
C#	Unreal Blueprints
C++	Visual Scripting

3D SOFTWARE
Blender	Maya
3DS Max	SketchUp

MANAGEMENT
Github	Excel
Jira	SourceTree

EDUCATION

Level Design with Unreal Engine
Level-Up | Barcelona, Spain | *2020-2021*

Games and Interactive Media Design
HPU | NC, USA | *2019-2020*

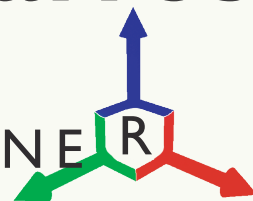**Videogame Design and Development**
URJC | Madrid, Spain | *2016-2020*

LANGUAGES

Spanish - Native Speaker

English - Fluent / Bilingual

PROFILE

- Professional experience in **level design and scripting**
- Specialized in **immersive, narrative-driven gameplay**
- Proficient with **mission and combat design**
- **Teaching and mentoring** experience

LEVEL DESIGNER · Baby Robot Games · *2021 ▶ 2024*

Ereban: Shadow Legacy - *3rd Person fast-paced stealth platformer*

- **Owned** 4 levels **from concept to shipping** (*layout building, gameplay scripting, fine-tuning*) and **managed** the other 4 at various production stages.
- Designed **multiple traversal scenarios** to make the most out of the shadow mechanics.
- Set up **combat zones** and **enemy encounters** across all levels.
- Implemented **NPC interactions and cutscenes** using in-house tools.
- Prototyped **missions** and levels **core interactive features** from scratch.
- Organized **frequent playtests sessions** as part of the **iterative process** throughout all stages of development.
- **Presented the game** at fair stands, showcasing its features and engaging with attendees to **gather feedback** and **promote the project**.
- ★ **87% positive reviews** on Steam.
- ★ **"Best Game"** winner at Indie Dev Day Awards 2024.

LEVEL DESIGNER · Factory of Dreams · *2024*

Luzia: Rainbow in the Dark - Musical arcade runner

- Iterated on the **level layout** for a **smoother flow**.
- Reorganized the obstacles and objectives to improve overall **level pacing** and **gameplay experience**.
- Set up **rail cameras** to highlight **cinematic vistas**.
- Implemented **in-game scripted events** to create **new challenges.**
- ★ Showcased at **Gamescom 2024**.

LEVEL DESIGN LECTURER · UPC · *2024*

- Delivered **lectures** for 20+ final-year university students.
- Covered the **basic principles of Level Design theory**
- Designed the **syllabus** for the semester, including assessment materials such as **tests** and **projects**.
- Developed **practical applications** across various video game genres, following the **design principles** learned.
- Instructed students in **Unreal Engine 5,** covering **core functionalities** and **advanced workflows.**