

# GABRIEL RIVERA LEVEL DESIGNER

## CONTACT



Orlando, FL 32802



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## WEBSITES, PORTFOLIOS, PROFILES

- <https://www.linkedin.com/in/gabriel-rivera-rosas-321a19247/>
- <https://gaby65rockstarcom.wixsite.com/website>

## SKILLS

- Unreal Engine 4-5
- Blueprinting
- Level Designer
- Environment Designer
- Blockmesh
- Confluence
- Jira
- Perforce
- Player Mechanics Designer
- Level Mechanics Designer
- QA

### SoftSkills

- Leadership
- Excell
- Word
- Bug Fixes
- White-Boxing

## PROFESSIONAL EXPERIENCE

June 2023 - September 2023

**Take Down the Crown- Level Designer** *Full Sail University*, Winter Garden, FL

- Third-Person Action Adventure game, developed by a group of seven people in Unreal Engine 5.
- Debugged and tested game features to support quality assurance requirements.
- Maintained and troubleshoot game performance and system issues to enhance performance.
- Designed and implemented game levels with in-game mechanics.
- Advised other level designer in creating/prototype of their levels.

January 2023 - February 2023

**Adventure Game 2- Level Designer** *Full Sail University*, Winter Park, FL

- Third-Person Adventure game, was a solo project developed in Unreal Engine 5.
- Created bubble diagrams to setup the pacing and what the player was going to do in each area.
- Design multiple level mechanics that would bring challenge to the player.
- The level was built around the mechanic.

September 2022 - October 2022

**Adventure Game 1- Level Design** *Full Sail University*, Winter Park, FL

- Third-Person Adventure game, was a solo project developed in Unreal Engine 4.
- Created mood boards to have an idea of the pacing and environment that I wanted to create.
- Made bubble diagrams to know where certain mechanics were going to be used.
- Created the level that the player plays through and gets introduced to mechanics.
- Change the blockmesh of the level with finished assets.

## EDUCATION

September 2023

**Bachelor of Science Game Design**

**Full Sail University**, Winter Park, FL

- Course Director Award Level Design II
- Salutatorian