Irene Marina Barbe

Level Designer&
Combat Designer

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About

I consider myself an **enthusiastic person who enjoys challenges and working in a team**.
Passionate about form-fitting mechanics, synergising gameplay, spaces, and narrative.
I love creating video games and developing ideas that I can share with others.

Hard Skills

- Gameplay designer
- Combat designer
- Unity / Unreal Engine
- RPG MV
- Photoshop / Illustrator
- Twine / Jira / Conlfuence/ Trello
- Github / Gitlab
- Maya / Blender
- Premier / After Effects

Soft Skills

- Problem solving skills
- Team player
- Balancing and leveling
- Leadership
- Photographic memory

Related Passions

- **Games**: Action, RPG, Survival, Arcade, cooperative.
- **Archery, arisof, self defense.**
- History, Pol. Sci., Socio-, Psychology

Work Experience

The Bird Free Studio. April 2023 a Dec2023

-**Level / Combat designer.**
- Designed single-player and cooperative scenarios for different heroes, incorporating enemies and items throughout various environments.
- Strategically placed entities in their natural habitats across diverse scenarios, adding authenticity and immersion to the game.
- Additionally, crafted diverse environments and introduced mission zones to enrich the game narrative.

Sigtrap. UnderCover - Manchester / Nov2021- Feb2023

-**Level / Combat designer.**
- Engaged in combat creation and designing diverse levels, including testing and bug reporting.
- Conducted prototyping, scripting, and implementation of vital game mechanics and templates.

2030: GeneTrading . The Bird Free Studio 2021

- **Combat /Level Designer.**
- Conducting prototyping, scripting, and implementing crucial game mechanics and templates.
- Designing a variety of levels, encompassing lush forests, fortified bunkers, and advanced laboratories.
- Creating captivating puzzles, blueprints, interactive pop-ups, complex combat systems, a wide array of enemy types, character classes, and more to guarantee an immersive player progression experience.

The Journey.| Dec 2020 - Indie Company

- **Level Designer:** Crafted varied scenarios including a house, the street, and a music studio to experiment with spatial distribution and diverse mechanics, refining skills and understanding optimal design strategies.

Education

Gametopia.| 2018 - 2019

Literary Script Course Graduate

Level designer & Game Design Course Graduate
- Proficient in designing the user experience, conceptualizing and implementing game mechanics, crafting diverse levels, and developing AI for enemies.
- Skilled in designing the game camera, strategically placing items, and integrating power-ups to enhance gameplay dynamics.

Fizticia.| 2018

- Video Game Design and Development Course using Unreal Engine: