Irene Marina Barbé

Game Designer

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PORFOLIO

I consider myself an enthusiast person who likes challenges and working in a team.
I'm looking for a company where I can **develop my learning** and **creativity working** with other people and enjoying what I really like creating videogames and developing ideas that I can share with others.
I have been **working in England** for two years and I have the papers in other.

Hard Skills

- Level designer
- Narrative design
- Unity / Unreal Engine
- RPG MV
- Photoshop
- Twine / Jira / Trello
- Github / Gitlab
- Illustrator
- Maya / Blender
- Microsoft Office
- Premier / After Effects
- Renpy

Soft Skills

- Gathering user feedback
- Problem solving skills
- Team player
- Balancing and leveling
- Leadership
- Photographic memory
- Motivate

Work Experience

GAME DESIGNER / LEVER DESIGNER

The Bird Free. | Go Animals - Madrid Spain

- Game Designer, It's a 2d and 3d card game where you choose a character and go around the world capturing animals. I have implemented combat for all the animals. In addition, the animals are scattered throughout the scenarios in their real habitat.

Go fishy Go Goldie. | Nov 2020 - Ubisoft Game Jams

- **Game designer**, I wanted it to be played with the idea that you would take an animal that was out of its habitat and had to return home. Wanting to experiment with the mechanics of up and down while in the middle you could float and cancel before reaching your destination.
- **Level designer**, I wanted to make a variety of levels aimed the hardcore gamer. I achieved to design this game in two days due to the days.

The Journey. | Dec 2020 - GDSG Intrinsic Game Jams

-**Game designer** I created a walking simulator style game and I would want to experiment with the idea of the fourth wall.
-**Levels designer.** I wanted to try out different scenarios: a house, the street and a music studio. To learn how to distribute the space and try out different mechanics.

The Newton's Pendulum. | Nov 2020 - Platzi Game Jams

- **Game designer,** I designed a short story that unravels as you go through the different levels.
- **Levels designer,** I designed four of the levels with the intention that they would then be created in modules to make them procedural.
- **Producer**, the game was published in Google Play.

PORTAL 2/ FAR CRY 5 ARCADE

Designer Level for **Portal 2** and **Far Cry 5**

Education

Gametopia. | 2018- 2019
- Literary Script course. Learned how to create the narrative, dialogues, character development and gameplay necessary to create a video game script.

- Video Game Design. I have learned to design the user experience, creating the game mechanics, designing levels, AI of enemies, camera, items, powerups.

Fizticia. | 2018
- Course of **design and development of video games** with Unreal Engine.
- I learned how to create scenarios and visual programming.