



Irene Marina Barbé

Mid-Level Designer

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PORTFOLIO

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.

Hard Skills

- Game designer
- Narrative design
- Jira/ Confluence/Miro
- Unity / Unreal Engine
- RPG MV
- Photoshop
- Twine / Trello
- Github / Gitlab /Plastic
- 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 /LEVER DESIGNER

Sigtrap. VRGame - Machester /Nov2021- Feb2023

- **Levels designer.** I work on creating combat and designing the different levels, along with testing them and reporting bugs.
- Prototyping, scripting and implementing mechanics or templates.
- I have created the different levels of combat, implementation of enemies, explosives, weapons, pickups and narrative beat.

Kitty Moon | The Bird Free Studio. Sept-Nov 2021

- **Game /Narrative Designer.**

Work on the design of the different endings of winning and losing and the story you discover. it is published in the app store.

The Bird Free Studio. | Go Animals

- **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.
- **Level designer** design of the different rooms where the player is going to play

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

- **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

- **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.

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. | 2018-2019

- Course of **design and development of video games** with Unreal Engine 4.
- I learned how to create enviroment, light, animation, cinematics and visual programming.