

Irene Marina Barbé

Level Designer

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PORTFOLIO

"I consider myself an enthusiastic person who enjoys challenges and working in a team. I am looking for a company where I can further **develop my learning and creativity** by working with other people and enjoying what I truly love: creating video games and developing ideas that I can share with others.

Hard Skills

- Game designer
- Narrative designer
- Gameplay designer
- Combat designer
- 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 Studio. | Go Animals - Madrid Spain Feb2023-Still

- Game Designer,

- Developed a 2D and 3D card game centered around selecting a character and embarking on a global adventure to capture animals.
- Successfully implemented combat mechanics for all the diverse range of animals in the game.
- Strategically placed animals within their natural habitats throughout various in-game scenarios, enhancing the realism and immersion of the gameplay experience.

Sigtrap. VRGame - Manchester /Nov2021- Feb2023

-Level / Game 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

- Game /Level Designer.

- Conducting prototyping, scripting, and implementing crucial game mechanics and templates.
- Designing a variety of demo 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.

Ground Zero

- Game /Level Designer.

- Prototyping, scripting, and implementing game mechanics or templates.
- Designing mazes with various items, traps, and calculating the players' potential survival time within the maze.
- Creating different difficulty levels for the game.

Kitty Moon | The Bird Free Studio. 2021 Nov

- Game /Narrative Designer.

- Worked on designing various winning and losing endings, as well as the unfolding story within the game.
- Published the game on the App Store.

Reference

Gary Ashurst, Sigtrap
contact@sigtrapgames.com

Work Experience

GAME DESIGNER / LEVER DESIGNER

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

- **Game Designer:** Conceptualized a unique gameplay experience where players would navigate by taking animals out of their natural habitats and guiding them back home. Experimented with innovative mechanics involving vertical movement, allowing floating and cancellation mid-way to the destination, enhancing player engagement.
- **Level Designer:** Designed a diverse range of challenging levels, tailored to cater to hardcore gamers. Demonstrated efficiency by successfully creating the entire game within a span of two days, optimizing the design process.

The Journey. | Dec 2020 - GDSG Intrinsic Game Jams

- **Game Designer:** Innovated a walking simulator-style game, pushing the boundaries by experimenting with breaking the fourth wall to enhance player immersion and engagement.
- **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.

Fire Mountains | FemPoweUp

Game / Level / Narrative Designer:

- Orchestrated character progression, meticulously designed levels, and crafted engaging dialogues between diverse characters. Additionally, oversaw the dynamic evolution of the character's village and house.
- Played a pivotal role in strategizing and executing effective monetization techniques for the game.

Lulu y los Slimes - Madrid Spain

- Game/Level/ Gameplay Designer,

- Served as the design lead, collaborating with two team members to conceptualize and develop game elements such as slimes, staff enemies, cards, etc. The abilities to protect the houses were determined based on combinations of ingredients.
- Took on the responsibility of level design and enhancing visual aesthetics using custom tools, ensuring an engaging and visually appealing gameplay experience.

Rainbow Corp - Madrid Spain

-Game Design Lead:

- Spearheaded the creation of diverse character sheets, meticulously outlined the budget, and developed comprehensive briefings.
- Devised the level progression and formulated the overarching gameplay strategy, ensuring a cohesive and engaging gaming experience.

Education

Licenses & certifications

- Unreal Engine 5 - **Beginner Lighting, fog, and Post Processing.**
- Unreal Engine 5 -**Learn to create Professional Cinematics**
- Unreal Engine 5-**Learn to Make a Professional Main Menu.**
- Unreal Engine 5 **Blueprints: first Person Shooter.**
- Unreal Engine 5 **Environment Design.**

Gametopia. | 2018- 2019

Literary Script Course Graduate:

- Acquired proficiency in crafting narratives, dialogues, character development, and gameplay elements essential for creating a cohesive and compelling video game script.

-Video Game Design:

- 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:

- Acquired expertise in designing and developing video games utilizing Unreal Engine.
- Proficient in creating intricate game scenarios and implementing visual programming techniques to enhance gameplay.