

Irene Marina Barbe

Level Designer & Combat Designer



About

I am a **calm person**, who **enjoys challenges**, I like to work in a team, **share and teach** other people my knowledge and experiences.

I love to create **game mechanics** that fit perfectly with the narrative, spaces and gameplay.

I like **innovative videogames** and developing ideas that I can share with others.

Hard Skills

- Gameplay designer
- Unity / Unreal Engine 4-5
- RPG MV
- Visual programming
- Photoshop / Illustrator
- Twine / Jira / Confluence/ Trello/ hacknplan
- 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, animal lovers.**
- History, Pol. Sci., Socio-, Psychology

Work Experience

January 2024 a septiembre 2024



-Level / Combat designer.

- I have designed levels in Unreal Engine 5.3 for a free-to-play open-world RPG, including combat and set dressing. I completed prototypes using mainly Blueprints, Actors and the basic features included by default in Unreal Engine 5.3. During this period, I focused on puzzle design, level creation, material implementation, implementation and testing of enemy combat and set dressing, as well as other elements needed for the level.

April 2023 a Dec2024



-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.

The Bird Free Studio 2021. 2030: GeneTrading



- 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.

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: