

Irene Marina Barbe

Level Designer & Combat Designer



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 4-5
- RPG MV
- Photoshop / Illustrator
- Twine / Jira / Confluence / 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

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.

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.

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: