

# 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

Julio 2024 - Present



**-Level / Game/Narrative designer.**  
**Platformers/Puzzles | Single-Player & Multiplayer**

In this project, I was the lead designer, in charge of defining and balancing the game mechanics, making key decisions at the intersection of programming, art and audio.

**My responsibilities included:**

- ✓ Mechanics design - Creating and adjusting core dynamics to ensure smooth and challenging gameplay in single-player and multiplayer environments.
- ✓ Design direction - Coordination with programming, art and audio teams to ensure consistent integration of all game elements.
- ✓ Level implementation - Construction and tuning of scenarios, ensuring that level navigation and progression foster an immersive and well-balanced experience.
- ✓ Key decision making - Overseeing development to ensure the quality of the game in all areas, from character behaviour to sound atmosphere.

This game combines platforming challenges with a flexible structure that allows players to experience both solo and cooperative play, offering level design tailored to both experiences.

January 2024 a septiembre 2024



**-Level / Combat designer.**

- I have designed levels in Unreal Engine 5 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 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.

## 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:**