

# 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. Echoes of the Core.

#### 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.



Giant Stride Games. [Adepts Arena](#)

### -Level / Combat designer.

I created in the assembly of the alpha and in the implementation of the logic in Unity, adapting to the tools created by the programmers and reporting the detected bugs.

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:**