

IRENE MARINA BARBÉ

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Dear Playground Games Recruitment Team,

I am a Video Game and Level Designer with over six years of experience in the industry, working professionally as a designer. Throughout my career, I have worked primarily as a freelancer, collaborating with different companies and teams. I specialize in Level Design and Combat Design, as well as in designing gameplay mechanics for players, enemies, and bosses.

My background is focused on Game Design, Level Design, and Combat Design across various indie projects, where I have been involved not only in design documentation but also in hands-on implementation, iteration, and close collaboration with programming, art, animation, production, and narrative teams. I am comfortable working with visual scripting tools, rapidly prototyping gameplay ideas, and refining systems through testing and continuous feedback.

I am particularly drawn to Fable because of its strong emphasis on character, world-building, and player experience. Much of my work focuses on how space, mechanics, and narrative come together to create meaning—whether through environmental storytelling, exploration flow, or systems that reinforce player decision-making. I enjoy designing gameplay that feels intentional, readable, and emotionally coherent, beyond purely mechanical interactions.

I thrive in collaborative environments and place great value on clear communication across disciplines. Having worked in small teams, I am used to taking on multiple responsibilities, owning specific features, and adapting quickly to design changes. I am highly motivated by identifying design problems and finding iterative solutions that improve the player's overall experience.

I have a genuine passion for video games as a creative medium and for designing systems that support narrative and player agency. I would love the opportunity to bring my skills, curiosity, and hands-on approach to the Fable team and contribute to the creation of a world-class action RPG experience.

Thank you very much for your time and consideration. I would be happy to provide any additional information regarding my profile.

KIND REGARDS,
IRENE MARINA BARBÉ