

# Irene Marina Barbe

## Level Designer



## Hard Skills

- Combat designer
- Encounter 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, MMO, Soulslike, Horror, Competitivos, etc.
- **Archery, airsoft, self defense, animal lovers.**
- History, Pol. Sci., Socio-, Psychology

## Education

Gametopia. | 2018 - 2019

Literary Script Course Graduate  
Level designer & Game Design  
Course Graduate

## Work Experience

**Contract: The 9th Dragon**

**Lead Game/Level Designer and Lighting Artist**

- Led full level implementation (NPCs, enemies, nvgs, lighting, level art)
- Ensured strong gameplay flow and visual cohesion
- Collaborated with narrative and programming teams
- Managed testing, documentation, and relighting support



**Freelance: October-Diciembre 2025**

**Level / Combat Designer Part-time**

- Designed mechanics, enemies, and dynamic puzzle encounters
- Worked on a mobile board-based platformer



**No More Trolls (Jul 2024 – Dec 2025)**

**Lead Level / Game / Narrative Designer –  
Platformer & Puzzle | Single-player & Co-op**

- Defined core mechanics and led design direction
- Coordinated cross-discipline teams
- Build levels focused on progression and immersion



**Contract: Giant Stride Games. Adepts Arena**

**-Level / Combat designer.**

- I Built and implemented it gameplay systems in Unity
- Supported alpha development and bug reporting



**Freelance: anuary 2024 a septiembre 2024**

**-Level / Combat designer.**

- Designed levels in Unreal Engine 5 (open-world RPG)
- Focused on combat, puzzles, and level dressing
- Prototyped using Blueprints and core UES-systems



**Freelance (Apr 2023 a Dec2024)**

**-Level / Combat designer.**

- Designed combat encounters and level layouts
- Prototyped and implemented gameplay systems



**Sigtrap. UnderCover - Manchester / Nov2021- Feb2023**

**-Level / Combat designer.**

- Designed solo and co-sp missions
- Placed enemies and gameplay elements across levels
- Created environments and mission zones to support narrative

