

Irene Marina Barbe

Level Designer



Hard Skills

- Game designer
- Encounter designer
- Unity / Unreal Engine 4-5
- RPG Maker MV
- Visual programming
- Photoshop / Illustrator
- Twine / Jira / Confluence / Trello / HacknPlan
- GitHub / GitLab
- Maya / Blender
- Premiere / 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, Competitive, etc.
- **Archery, airsoft, self-defense, animal lovers.**
- History, Pol. Sci., Sociology, Psychology

Education

Gametopia. | 2018 - 2019

Literary Script Course Graduate
Level designer & Game Design Course Graduate

Work Experience

Velaria Studio · Freelance · Apr 2026 – Present · Madrid
Lead Level / Encounter Designer

- Leading level design and organising the level design department; designing spaces and puzzles
- Working as level artist: building cave compositions using UE5's Chaos system, set dressing and blockout
- Designing combat/challenge encounters, reviewing enemy design and difficulty tuning
- Partnering with the game designer to produce clear documentation for the wider team, and managing production across milestones (vertical slice, demo, etc.)
- Contributing to finalising core gameplay mechanics alongside the game design team



FrameOver · Freelance · Jan 2026 – Mar 2026 ·
Lead Game/Level Designer and Lighting Artist/Production

- 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



Independent · Freelance, part-time · Jul 2025 – Mar 2026

Level / Encounter Designer

- Designed mechanics, enemies, and dynamic puzzle encounters
- Contributed to a mobile board-based platformer (title unannounced)



Studio No More Trolls · Freelance · Jul 2024 – Jan 2026 (1 yr 7 mos)

Lead Game / Level Designer

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



Giant Stride Games · Freelance · Apr 2025 – May 2025 ·
Adepts Arena

Level Designer/Encounter

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



Independent · Freelance · Apr 2022 – Sep 2024

Level / Encounter / Game Designer

- Designed levels in Unreal Engine 5 (open-world RPG)
- Focused on combat, puzzles, and level dressing
- Prototyped using Blueprints and core UE5 systems



TheBirdFree · Dec 2019 – Sep 2022 — Game/Level Designer (Unity, UE4)

Level / Encounter / Game Designer

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



Sigtrap · Freelance · Nov 2021 – Feb 2023 (1 yr 4 mos) ·
Manchester, UK (Remote)

Level / Encounter designer.

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

