

# Irene Marina Barbe

## Level Designer



## Hard Skills

- Game designer
- Encounter designer
- Unity / Unreal Engine 4-5
- RPG 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

Freelance: Velaria Studio  
Lead Level Designer/ Level Artist

Freelance: The 9th Dragon

**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



Freelance: Oct 2025 - Dec 2025

**Lead 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
- Built levels focused on progression and immersion



Freelancer: Giant Stride Games. Adepts Arena

**-Level / Combat designer.**

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



Freelance: Jan 2024 - Sep 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 UE5 systems



Freelance (Apr 2023 - Dec 2024)

**-Level / Combat designer.**

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



Sigtrap. UnderCover - Manchester / Nov 2021 - Feb 2023

**-Level / Combat designer.**

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

