

ÁLVARO LUCAS

Level and Game Designer

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PROFILE

- Level designer, specializing in encounters, puzzles and environmental storytelling.
- Experienced using both Unity3D and Unreal engines.
- Professional experience designing and building game levels from scratch on a 2D platform game.
- Experienced designing and building 3D levels from scratch on different personal projects.
- Comfortable using Unreal blueprints, Blender, Git among other tools.
- I am used to managing multiple tasks, getting responsibilities from different areas and working in teams of different sizes and communicate and discuss design choices.

WORK EXPERIENCE

Game and Level Designer (Internship)

Lovable Hat Cult

📅 February 2019 – June 2019 📍 Copenhagen

- Designed and built new levels in Unity for a 2D platform game.
- Design game mechanics that bridge ludonarrative dissonance for a story-driven game.
- Improve existing levels and ensure a polished quality. Run playtests to improve and refine mechanics and levels. Usability tests.
- Created additional dialogues that fit the mechanics of the levels I had created adding character development.
- Game site: <http://lovablehatcult.dk/circle.html>

EDUCATION

M.Sc. in Games

IT University of Copenhagen

📅 9/2016 – 9/2018 📍 Copenhagen

- Relevant Courses: Game Design; Play Design; Game World Design; Game Development; Programming for Game Designers.
- I worked on some of the game projects that you can find on my portfolio, got experience with roles like game designer, level designer, narrative designer, QA Tester, etc.

BA. Audiovisual Communication

Universitat Politecnica de Valencia

📅 2009 – 2014 📍 Valencia

- Bachelor focused on film and documentary making but also marketing and advertising.

INTERESTS

Games

I enjoy many types of game genres. I have a passion for games with a strong tactic component; I also love those with strong narrative and exploration elements.

Other

Other big interests are books, cooking and traveling. I love to get involved in all sorts of weird projects (I once built a hobbit house!).

ABOUT ME

I am 28 years old and come from Spain but have lived in Denmark the last five years. I am a easy-going, kind, smiling and a determined person. I am hard-working and not afraid to take responsibilities.

SKILLS

Unity Unreal Scripting Blender
Photoshop Git Premiere Pro
Sketching

STRENGTHS

Game Design Level Design
Play Design Gamification QA
Narrative Design

LANGAGES

English ●●●●●

Spanish (Native) ●●●●●

Italian ●●●●●

Danish ●●●●●