PABLO MARTÍN DE HERVÁS IZARD

LEVEL DESIGNER

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EXPERIENCE

Feb 2025 - Present

Level/Game Designer | *Selene Games*
I'm working on **Fatal** - a 3rd person horror game made with Unreal Engine 5.
- Level Design: Prototyping different locations, sequences and puzzles in the engine.

Aug 2024 - Jan 2025

Level/Game Designer | *Outlander Games*
Worked on **Kaodi** - a 2D narrative-adventure game made with Unity.
- Level Design: Made a whole new level for the game, focusing on its fighting mechanics to create a dungeon-like zone where the player has to find a hidden treasure.

Mar 2024 - Jul 2024

Junior Level Designer | *Blackmouth Games*
Worked on **Domenation** - an online 3rd person Battle Royale developed with UE5.
- Area Design: Designed Nexus, the main area of the game which is located in the middle of the map. I worked on the process from ideation of the zone to its implementation in the game engine.
- Loot Placement: I placed several loot chests around the whole map, always keeping in mind the balance between the quality of the loot and the risk of going to open the chest.
- Map Reduction: We reduced the size of the map by 15% and remade the entire map structure to adapt it to 28-player games.

Mar 2022 - Sept 2022

Level/Game Design Intern | *Sngular Studios*
Worked on an **unreleased mobile game** - casual mobile game developed with Unity
- Level Design: Made and balanced 40 levels for the game. Worked on the process from ideation to implementation in the engine.
- Game Design: I created different types of units that could be used by the player or the enemy AI, along with a progression system to make them stronger.

ACADEMIC BACKGROUND

UDIT   *2019 - 2023*
Game Design and Developement Degree

TOOLS AND SKILLS

- Professional experience with the whole level design process, which includes **ideation, level layouts**, **whiteboxing**, **prototyping** and **balancing**.
- Professional experience using **Unity (C#)** and **Unreal Engine 5 (blueprints** and **C++).**
- Developed personal projects in **Unity** and **Unreal Engine 5**.
- Professional experience managing data bases with **Google Sheets**.
- Professional experience using **Microsoft Office and Notion**.
- Professional experience in task management using **Jira**.

LANGUAGES

Spanish	Native
English	Cambridge C1 (Advanced level)