




PABLO MARTÍN DE HERVÁS IZARD

LEVEL DESIGNER

 Madrid (Spain)
 msp997@gmail.com
 (+34) 683 475 912

 <https://pabломartin.gamedesignskills.com/>
 <https://www.linkedin.com/in/pablo-martin-de-hervás-492075221>

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

Game Design and Development Degree

2019 - 2023

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
English

Native
Cambridge C1 (Advanced level)