PABLO MARTÍNEZ LÓPEZ

LEVEL DESIGNER

PROFILE

Game and Level designer with technical background and programming experience in the development of multiple videogame projects. Winner of two game jam, development enthusiast and great communicator.

CONTACT

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📍 Granada, Spain

WEB PORTFOLIO

https://pablomartinezlopez.github.io/

LANGUAGES

Spanish - Mother tongue

English - C1 (Not certified, 3 years living in England)

EDUCATION

Video game Design and Development Degree

University Camilo José Cela, ESNE

09/2011 – 09/2015

- Specialization in programming.
- Solid overview of the whole video game creation process.
- Polished my knowledge in Game Design.
- Acquired knowledge of art, sound, marketing and production.
- Acquainted with 3D Max, Photoshop, Audacity.

Computer Applications Development Vocational course

CES Cristo Rey

09/2009 – 05/2011

PROFESSIONAL EXPERIENCE

Level Designer at Forgotten Empires
06/2020 - 06/2021

- Research for level's historical accuracy.
- Design, definition and implementation of the levels based on given guidelines.
- Scripting events and cinematics.
- Defining new characters, his stats, skills and mechanics.
- Creation of factions skill decks.
- Balance of the levels for an interesting and fun experience. Like the battles or the economy.
- Creation of solid documentation using Azure.
- Perforce for version control.
- Placement of assets with gameplay in mind and for beautification.
- Worked on AoE 2:DE and AoE 3:DE.
- Iteration, testing and polishing of the game flow of the levels.

Game Logic Programmer at Northern Lights Gaming
09/2018 - 09/2019

- Responsible for the development of prototypes and their evolution to complete game.
- Participating in the game design process and decisions.
- Strong coordination and communication with the other departments. Over 20 people.
- Strong emphasis on tests and verification that everything works as it should.
- Marmalade Game Studio using C++.
- Sourcetree and bitbucket for version control.
- Worked on Aurora and 100 Fortunes.

Personal Projects

- Participated in multiples Game Jams.
- Unity3D using C#. With focus on VR when is posible.
- Unreal Engine and Blueprints.
- Some of these projects are available in my web portfolio.
- Design and programming as solo developer for the whole process.
- Sourcetree and bitbucket for version control.

Gameplay programmer Internship at Gammera Nest
04/2014 - 07/2014

- Design of levels and puzzles based on specific themes and/or paintings from the Thyssen museum.
- Design and implementation of the character mechanics.
- Unity3D using C#.
- Coordinate a group of programmers.
- Worked on Nubla.