

# CARLOS MARTÍNEZ DE CELIS

GAME AND LEVEL DESIGNER



01/11/2003



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## ABOUT ME

Game Designer specialized in Level Design, with experience in shipped projects on Steam and international studios. Skilled in Unreal Engine (Blueprints, World Building) and Unity. Proactive, creative, and passionate about crafting immersive gameplay experiences. Currently seeking opportunities to contribute to ambitious teams and deliver memorable games.

## EDUCATION

### ESAT

HND IN COMPUTER GAME DEVELOPMENT (GAME DESIGN)

2022 - 2024

## SKILLS

- Level Design
- Gameplay Mechanics Design
- Documentation
- Unreal Engine Blueprints
- Teamwork
- Problem Solving
- Time Management
- Communication
- Audio Design
- Unreal Engine
- Unity
- Blender
- Github
- Perforce
- Trello, Github Projects, Jira
- Figma, Canva, Miro

## LANGUAGES

### Spanish:

Native

### English:

Upper Intermediate (B2)

## EXPERIENCE

### Game Designer

Tiny Terror Studio | [Shelley Manor](#) | September 2023 - July 2024

- Designed and implemented puzzle-based levels using Unreal Engine Blueprints.
- Balanced player progression and difficulty curve to enhance engagement.
- Collaborated with artists and programmers to integrate narrative and mechanics.
- Contributed to a published title on Steam, receiving positive reviews.

## EXPERIENCE

### World Builder

Lumo Creations | Harmony in the wild | March 2025 - July 2025

- Built natural environments and exploration areas focused on player immersion.
- Worked closely with the design team to ensure levels supported core gameplay.
- Iterated world layouts using Unity tools and version control (GitHub).
- Supported the creation of unique biomes for a wildlife simulation experience.

### Game Developer

Lunes Studio | Trust | July 2024 - Ongoing

- Designed and developed a first-person puzzle game
- Programmed all core systems of the game using Blueprints
- Modeled and textured the most important props and environment assets
- Produced extensive documentation including design guidelines, gameplay specifications, and puzzle flowcharts.
- Created a production plan to manage milestones, scope, and deliverables, ensuring project feasibility.

### World/Level Designer

Heliovar Studios | The Chosen | March 2025 - September 2025

- Created RPG levels with focus on exploration, narrative beats, and quests
- Produced blockouts and greybox prototypes to validate gameplay flow.
- Collaborated with the narrative team to design environments aligned with story.