





CARLOS MARTÍNEZ DE CELIS

GAME AND LEVEL DESIGNER

01/11/2003

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ABOUT ME

I am proactive, self-taught, and curious. I excel in creating immersive gameplay experiences and prototyping innovative mechanics using Unreal Engine. I am eager to contribute my creativity and skills to new projects and continue growing professionally in the video game industry. I am available to start immediately.

ACADEMIC
BACKGROUND

ESAT

HND IN COMPUTER GAME DEVELOPMENT (GAME DESIGN)

2022 - 2024

SKILLS

- Level Design
 - Mechanics Design
 - Documentation
 - Unreal Engine
 - Unity
 - Programming
 - Audio Design
 - 3D Modeling (Blender)
- Teamwork
 - Problem-solving
 - Time management
 - Communication

LANGUAGES

Spanish:

Native

English:

IELTS 6

EXPERIENCE

Game designer

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

- Level Design
- Game Produccction
- Unreal Engine
- Marketing