

André Figueira

Level Designer

+351 966321399 Samora Correia, Portugal

www.andrefigueiradev.com

andrefigueira.dev@gmail.com

www.linkedin.com/in/andrefigueira-gamedesigner

Profile

I am a highly creative and thorough Level Designer with industry experience and a bachelor's in videogames, always trying to improve and create engaging and meaningful spaces. I have worked as a Level Designer intern at Funcom, where I designed levels as created for Dune Awakening. Currently finishing my master's dissertation about level design in immersive sims. My goal is to work with a creative and diligent team to create fun and immersive levels, that will provide a unique experience to players.

Skills

• Unreal Engine 5 • Adobe Photoshop • Git • Agile Methodologies • Unity • Basic Knowledge of C# • Aseprite • Autodesk Maya • Adobe Premiere • Substance Painter •

Courses

- CGMA Level Design for Games I **September 2024**
- Ubisoft Game Creators' Odyssey ACT II: Rational Level Design I **September 2021**
- Ubisoft Game Creators' Odyssey ACT I: Rational Game Design I **September 2020**

Experience

Funcom ZPX, Level Designer Intern **July 2023 - September 2023**
Internship at Funcom

- Designed levels as created for **Dune: Awakening** in Unreal Engine 5.
- Learned how to create structures and spaces that support the core vision of Dune.
- Created outposts considering the pacing, flow, and how to reward player curiosity.
- Placed loot throughout the levels, while thinking about the player's looting experience.
- Designed combat encounters by managing enemy types, their actions and placing cover points, while also thinking about the spacing, and the level's overall composition.

Summer Dev Camp, Game and Level Designer **June 2022 - September 2022**
Internship at Universidade Lusófona

- Designed / created concept of **Alter Tales of Ubuntu**, along with its documentation.
- Created design layouts for the game's different levels.
- Iterated the level's design to provide a better flow, and create player intentionality.
- Created marketing material such as the game trailer, banners and more.
- Managed the project, distributed tasks and held meetings with the team.

Bald Studios, Game, Level and UI Designer **December 2019 - September 2022**
Personal and University Projects

- Designed game mechanics and levels to several projects using Unity.
- Iterated level and game mechanics, to improve gameplay experience.
- Designed UI and menus using Photoshop.
- Created world building documents, character design, narrative and dialogue writing.
- Managed diverse projects, and updated documentation to ensure a good work flow.

Please consider viewing my portfolio at www.andrefigueiradev.com

Education

Master's Degree, Game Design and Playful Media
Universidade Lusófona
Current

Bachelor in Sciences, Videogames
Universidade Lusófona
October 2022

Awards

Over & Out I 07/2023
Best Alt.Ctrl Videogame
Project: The Possession of Baby Junior

Games for Good 2023 I 04/2023
First Place
Project: Entwined

Over & Out I 07/2022
Award: Special 42
Project: Alter

Languages

Portuguese
Native Proficiency

English
Full Professional Proficiency

Spanish
Elementary Proficiency

Interests

Favourite Videogames
• The Witcher 3 • Cyberpunk 2077 • God of War Ragnarok • Hellblade • Red Dead Redemption 2 • Ghost of Tsushima • Hunt: Showdown •

Wildlife Photography

One of my hobbies is wildlife photography, as I've photographed wildlife in several countries, and different natural parks.