Marina Gutierrez Casas

Level Designer

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I love telling stories through my levels and making use of technology and technical resources to create coherent, interactive and engaging worlds. Through iteration, teamwork and problem solving, I prioritise the player's moment to moment experience and pay keen attention to each element they interact with at any given time.

I believe in creating channels of communication with all other disciplines so we can work as one united team.

I enjoy thinking out of the box and finding creative solutions to problems within the budget and resources available to me.

◆ MAIN SKILLS

- ◆ Puzzle Design
- ◆ Encounter Design
- ◆ Blockout / Whitebox
- ◆ Paper design
- ◆ Visual Scripting

◆ TOOLS

- ◆ Unreal 4/5
- ◆ Photoshop
- ◆ Draw.io
- ◆ Maya
- ◆ JIRA
- ◆ Teams
- ◆ Office/Outlook
- ◆ P4 (Perforce)
- ◆ OBS Studio

◆ LANGUAGES

- ◆ English
- ◆ Spanish
- ◆ French

◆ EDUCATION

2019 – 2020 Master in Game Design
U-tad

2018 - 2021 PhD on Narrative in Videogames and Literary Studies
UCM

2017 - 2018 Master in Literary Studies
UCM

EXPERIENCE

2023 - 2024 Level Designer
Supermassive Games – Guildford, UK.
- ◆ Level Designer leading a team in an unannounced project.

2021 - 2023 Level Designer in Switchback VR
Supermassive Games – Guildford, UK.
- ◆ Developing pacing and dependencies documents.
- ◆ Creating paper maps.
- ◆ Level Whiteboxing, including encounters, cinematics and scripted events.
- ◆ Designing gameplay and pitching level design ideas to the Game director.
- ◆ Working alongside Technical Design, Systems Design and programming in game features and engine tools.
- ◆ Design, implement and iterate gameplay, working alongside the Game Director and System designer.
- ◆ Communicating design requirements to all other disciplines.
- ◆ Playtesting, implementing feedback and problem solving.

2020 - 2021 Game Designer
Divertifica – Madrid, Spain.
- ◆ Junior Game Designer in a Serious Game that seeks to develop critical reasoning in young people.

STUDENT PROJECTS

2019 - 2020 Game Designer
An Otter Studio – Las Rozas, Madrid, Spain.
- ◆ Level Design
- ◆ Narrative Design
- ◆ Fast Prototyping