

ÁLVARO LUCAS

Game and Level Designer

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PROFILE

- Game and Level designer, specializing in open world, puzzles and encounter levels. As well as progression and economy systems.
- Experienced using both Unity3D and Unreal engines. Unreal blueprints, Blender, Git among other tools.
- Professional experience designing and implementing game mechanics and levels on both 2D and 3D games.

WORK EXPERIENCE

Game Level Designer (Freelance)

Mettaa Games

📅 February 2022 - On going 📍 Copenhagen

- Designing mechanics and puzzles for a educational game for 4/6 year old kids (including tutorials)
- Progression and economy design.
- Narrative design: Creating narrative framework for the game.

Game and Level Designer (Collaboration)

Danish Film School

📅 September-December 2021 📍 Copenhagen

- Designing and implementing new puzzles and levels in Unity for a 3D narrative-puzzle game. (Tutorial and mid-game level)
- Writing design documents to communicate more efficiently between teams.

Game and Level Designer (Internship)

Lovable Hat Cult

📅 February 2019 - June 2019 📍 Copenhagen

- Designed and built new levels in Unity for a 2D platform game.
- Design game mechanics that bridge ludonarrative dissonance for a story-driven game.
- Improve existing levels and ensure a polished quality. Run playtests to improve and refine mechanics and levels. Usability tests.

EDUCATION

M.Sc. in Games

IT University of Copenhagen

📅 9/2016 - 9/2018 📍 Copenhagen

- Relevant Courses: Game Design; Play Design; Game World Design; Game Development; Programming for Game Designers.

BA. Audiovisual Communication

Universitat Politecnica de Valencia

📅 2009 - 2014 📍 Valencia

- Bachelor focused on film and documentary making but also marketing and advertising.

INTERESTS

Games

I love many types of game genres. Open environments, strategy, exploration and strong narratives are some of the elements I enjoy the most in games.

Other

Other big interests are books, cooking and traveling. I love to get involved in all sorts of weird projects (I once built a hobbit house!).

ABOUT ME

I am 30 years old and come from Spain but have lived in Denmark the last six years. I am a easy-going, kind, smiling and a determined person. I am hardworking with a focus on learning and with a problem-solving mindset.

SKILLS

Unity Unreal Scripting Blender
Photoshop Git Premiere Pro
Sketching

STRENGTHS

Game Design Level Design
Play Design Gamification QA
Narrative Design

LANGAGES

English ●●●●●

Spanish (Native) ●●●●●

Italian ●●●●●

Danish ●●●●●