Rafael Pineiro

Level Designer | Game Designer

rafaelpineiro223@gmail.com | Portfolio: rafaelpineiro.gamedesignskills.com | Linkedin: linkedin.com/in/rafael-pineiro/

Skills

Software: Unreal Engine, Adobe Suite (Photoshop, Illustrator), Perforce, Jira, Confluence, Trello
Level Design Skills: White boxing, prototyping, level layout, mechanics, visual scripting, and game design.

Projects

The Legend of Edward Low   **January-April 2025**

- Built many unique structures and landmarks using Unreal Engine 5's modeling mode.
- Learned level design theory and processes, game design theory, and shape composition.
- Analyzed and revitalized multiple iterations based on feedback from professional-level designers.
- Designed level layouts inspired by Uncharted.
- Created the entire level design process in Miro.

Cult and Faith   **May-July2025**

- Developed and enhanced a comprehensive game design document through continuous updates
- Designed and constructed unique level layouts inspired by Doom and Wolfenstein.
- Iterated gameplay elements and mechanics based on extensive playtesting feedback.
- Planned and organized pre-production phases using references from various media and video games.
- Implemented scripted events and interactive elements to deliver unique combat experiences.

Code Recon   **Aug-Oct 2025**

- Designed and iterated levels in Unreal Engine 5 to improve layout, pacing, and engagement.
- Scripted gameplay events and interactive objects with UE5's Blueprint system.
- Built detailed environments—buildings, landscapes, and terrain—using UE5 modeling tools.
- Planned gameplay spaces and narrative beats in Miro for cohesive story flow.
- Developed and refined combat encounters using level kits for balanced challenge and stealth.

Education

**Level Design Blockout Bootcamp (Action Adv. Edition)	Game Design Skills**	**Jan 2025 – Apr 2025**
**Level Design for Games	CG Master Academy (CGMA)**	**Jan 2024 – Apr 2024**
Associate of Science (AS) in Game Development and Design Miami Dade Community College, Miami, FL.	**June 2016-April 2019**
Bachelor of Science (BS) in Game Design, Full Sail University, Winter Park, FL.	**December 2020–August 2023**