

Rafael Pineiro

Level Designer

Contact



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[rafaelpineiro.gamedesignskills](https://rafaelpineiro.gamedesignskills.com)



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Software

- Unreal Engine
- Adobe Suite (Photoshop, Illustrator)
- Perforce
- Jira
- Confluence
- Trello

Skills

- White boxing
- Prototype
- Level layout
- Mechanics
- Visual Scripting
- Game Design,

Experience

The Legend of Edward Low | Personal Project (January-April 2024)

- Built many unique structures and landmarks using Unreal Engine 5's modeling mode.
- Learned level design theory and processes, game design theory, 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.

EDUCATION

Level Design for Games | CGMA Master Academy (CGMA) (Jan 2024 – Apr 2024)

Associate of Science (AS) in Game Development and Design (2016-2019)

Miami Dade Community College, Miami, FL.

Bachelor of Science (BS) in Game Design (2020-2023)

Full Sail University, Winter Park, FL.

HOBBIES

- Video Games
- Anime
- Drawing
- Books
- Basketball