

SEBASTIAN VELAZQUEZ

LEVEL DESIGNER

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Work Experience

Level Design

Shapefarm April 2018 - October 2018

At Shapefarm I have been working on level design for various projects while also helping out with scripting and level logic.

Game Design Intern

SYBO January 2018 - April 2018

At SYBO I worked on a still unannounced project with various game design tasks.

Education

Game Design

Futuregames 2016 – 2018

Higher vocational education (YH)

The game design program at Futuregames is a game development education which focuses on a practical approach. During my time at Futuregames I've worked on three different projects in which my role has been level design in all projects but I've also worked on level art, lighting, visual scripter, sound designer and voice acting in different projects.

Game Design

MediaGymnasiet 2013-2016

High school education

Aesthetic game design program on a high school level. During the education I got experience in game design, level design and visual scripting as well as scripting in C#.

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School Projects

Level Design / Lead Designer

APEX

Futuregames Q2 2017

APEX is a first-person runner game where the player has a limited set of building pieces to get from point A to point B. As a level designer, I created different scenarios and challenges for the player and different paths they could choose between. As a lead designer, I was responsible for taking major decisions about gameplay and mechanics, such as: what pieces can the player use? Does the player have any powers and so on.

Level Design / Game Design / Sound Design *Djävla Delicious*

Futuregames Q1 2017

This was a VR (Virtual Reality) project where I oversaw the level design and assisted with sound design and some scripting. In this game, the design focused on the player not moving or walking around in a level. Because of this, the level design was more about the layout of the level.

Project Leader / Level Designer / Level Artist

Swingbot

Futuregames Q3 2016

I worked as level designer, level artist and project leader. Since I worked a lot with the level I had to work hand in hand with the artists. As a project leader, I had to make sure that we followed our vision and stayed true to it throughout the entire project by constantly communicating with the team. In the end, the game got very positive reviews from the jury in both visuals and gameplay.

Level Designer / Level Artist / Scripting

EXO

MediaGymnasiet Q4 2015 – Q2 2016

This was a three-man project with two designers and one artist. The game had an open world with three different areas and I was responsible for the overall game design, designing the game world and work on level art. I scripted all mechanics for the playable character and enemies.

Other Experiences

Level Design

Skylar & Plux: Adventure On Clover Island

Right Nice Games 2016

Worked for two weeks on making a time trial level for Skylar & Plux: Adventure On Clover Island. We worked in a modified Unreal Engine 4 and could use all the assets available from the main game.

Quality Assurance

Cities: Skylines – Natural Disasters

Paradox Interactive 2016

For two weeks at Futuregames we worked together with Paradox Interactive on their DLC (Downloadable Content) *Cities: Skylines - Natural Disasters*. We helped them with Quality Assurance by reporting bugs, glitches and other problems with the game.

Exhibitor

Comic Con and Gymnasiemässan

Mediagymnasiet and Futuregames 2014 –2018

Every year in high school I went to different conventions to represent our school. I gave information about the school to attendees and showed off our school projects.

Acting

Minnesmärke

Grannfolket 2009

This was a play I did together with a group of people called *Grannfolket*. I played the lead role and we did 5 plays in total at Pygmeatern.

Languages

- Swedish
- Spanish
- English

Skills

Software:

- Unreal Engine 4
- Unreal Blueprint
- Unity 5
- C#
- Photoshop
- JIRA
- Perforce
- SVN

Project Management:

- Scrum & Agile Methodology
- Quality Assurance