NOEMI SEOANE
LEVEL DESIGNER

Unreal Engine 5, Perforce, Maya, 3Ds Max || Metrics, Encounters, Cinematics, Narrative, Documentation ||

I'm a game designer specializing in level design. My goal to create worlds drove me to dive into the study of the game design. I developed an open-world game, *Return of the Titans*. I'm currently getting a master's degree in **Game Design** at U-TAD, developing *End of Life*. In this game, I was mainly dedicated to the design of the game's mechanics to bring out the potential of the original idea.

EXPERIENCE

End of life (Master's Thesis) **– Welding Crow** (2023)
- I was in charge of all the level processes, from the layout, blocking, to the whitebox.
- I designed the world and how we would manage the game city because it behaves like a Rubik's cube, as well as implemented the game events.
- I was in charge of level design, metrics and the relationship between levels and narrative.

Pipeline Technical Assistant – Dragon Keeper (2022)
- I ensured file integrity in between department communications.
- I fixed the shots containing errors and escalated the ones I couldn't correct to the corresponding department.

Return of the Titans (Degree's Thesis) **–** (2021-2022)
- I was in charge of the audiovisual content: cinematics, soundtrack, visual integration with the narrative.
- I used the *World Machine* program to create a custom terrain, defining the different heights in layers that could then be merged.
- I designed and dressed the level. The environment is very diverse, since it's an open world.
- I developed the narrative of the main objective of the game, as well as the secondary events and characters.

EDUCATION

U-TAD (2022)
Master's in Game Design

Universidade de A Coruña (2018 – 2022)
Audiovisual communication
Excellence in 3D content

TECHNICAL SKILLS

CONTACT

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Portfolio

SOFT SKILLS

- Responsible and resilient.
- Creative and detail-oriented.
- Tenacious and reliable.
- Emphatic team worker.
- Programmatic and efficient.
- Natural problem solver.

HARD SKILLS

- Level designer
- World Builder
- Self-learning
- Modeling
- Prototyping
- Documentation

LANGUAGES

Spanish
- Bilingual or native proficiency

English
- Professional working proficiency

Galician
- Bilingual or native proficiency