Rafael Pineiro

Level Designer

CONTACT DETAILS

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SOFT SKILLS

- Time management
- Critical thinking
- Strong work ethic
- Team player

TECHNICAL SKILLS

- Unity5
- Unreal4
- C#
- Bluprints
- Maya
- MagicaVoxel
- Word
- Excel
- PowerPoint
- PureRef
- Perforce
- Confluence
- Jira
- Trello
- Codecks
- HacknPlan
- Mixamo
- Git
- Milanote
- Clip Studio Print
- Machinations

ACADEMIC HISTORY

MIAMI DADE COLLEGE, MIAMI, FL.

Game Development and Design

Full Sail University, Winter Park, FL. — Game Design B.S.

Game Design

PERSONAL PROJECTS/ CAPSTONE PROJECT

Venture | Level Designer

- The venture was made using the Unreal 4 game engine and blueprints. I wanted to design a platformer game similar to Super Mario Bros. Design the level identical to the platformer Super Mario games. The level mechanics took great inspiration from platforming games such as Super Mario Bros.Crash Bandicoot, Kong Country, and Donkey Kong

- Level flow and pacing were inspired by the platforming game Super Mario Bros. Each level mechanics is introduced in a safe environment and then the challenge will be Increased as the level progresses like many great platforming games.

- I was able to create grey boxing platform levels using Unreal Engine 4. The gray boxing levels are where I was able to test many of my level mechanics that were inspired by platforming games such as Super Mario and Donkey Kong. I was able to create 3 grey boxing levels in Unreal Engine 4 and then I was able to have them fully set dressed when the game was finished in Unreal Engine 4.

Nocturne | Level Designer

- Nocturne was inspired by the third-person horror game Dead Space. Nocturne was made using the Unreal 4 game engine and blueprints. Nocturne was a Capstone project for Full Sail University. A group of 4 students including me and an artist who joined later on in the game development wanted to make a third-person horror game like Dead Space. We decided to use Unreal Engine 4 and blueprints.

- Each student was tasked with creating two personal levels based on the third-person horror game Dead Space. The level mechanics for my level are a laser that bounces off walls and certain traps spread around the level. These level mechanics were inspired by many other horror games like Resident Evil, Dead Space, and Silent Hill.

- Thanks to my teammates and me, We were able to create a great sense of space, scale, and the use of level design principles to create a great horror game the likes of Dead Space. Each of our levels has many things that great horror games like Resident Evil, Dead Space, and Silent Hill have. Some levels have narrow corridors So that the player feels claustrophobic at times and We have environment set pieces that will randomly fly at the player just like Dead Space.

Attacks Of The Voxel | Level Designer

- This was my first personal project using the unreal 5 game engine and blueprints. For my first personal project using Unreal Engine 5 and blueprints are wanted to make an FPS game. I was able to make two levels Each utilizes many different mechanics. You could find these machines in many different levels of genres such as FPS, Platformer, RPG, and others. These mechanics include key cards, levers, and teleportation portals.

- I was able to gray-box both of my levels using Unreal Engine 5. I took great inspiration from games like Alien Isolation, Pray, and Space Hulk: Deathwing when gray box my level in Unreal Engine 5. Both of my levels have a lot of tight spaces and the player must be conscious when he's fighting an enemy.

One Man Army | Level Designer

- One-man army was made using the Unity game engine and C#. One-man army is a top-down shooter like Brothers in Arms: Art of War and Dead Ops Arcade which was a Call of the Duty bonus game. the one-man army has five levels each of them with levels mechanics Better inspired by many other genres such as platformers, top-down games, and side-scrollers.

- Using Unity game engine and C#. I was able to Grey box five levels I took great inspiration from games such as Brothers in Arms: Art of War and Dead Ops Arcade from Call of the Duty. I was able to test many of my level mechanics in these gray boxing environments using Unity. After gray boxing, I was able to have them fully set dressed when the game was finished in Unity Engine 4.