

Rafael Pineiro

Level Designer

CONTACT DETAILS

Mobile: 786-343-5983

Email: rafaelpineiro223@gmail.com

Portfolio: <https://www.rafaelpineiro.com/>

SOFT SKILLS

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

TECHNICAL SKILLS

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

PERSONAL PROJECTS/ CAPSTONE PROJECT

Venture | Level Designer | Sep 2021 - Nov 2021

- Used Unreal 4 and Blueprints to design level maps and mechanics that were used throughout the game
- Crafted the Level flow and Pacing for the game.
- Great use of Mechanisms and tools of UE4 for grey boxing.

Where's Maintenance | 3D Modeler | Apr 2020-48 hours

- Used Maya for Creating most of the 3D models in the game

Playable Link: [Where's Maintenance](#)

Nocturne | Level Designer | Jul 2022 - Sep 2022

- Used Unreal 4 and Blueprints to design level maps and mechanics that were used throughout the game
- Created two personal levels
- Created some mechanics that were used throughout the game

Shoot out | Level Designer | Apr 2021 - Jun 2021

- Used Unity and C# to design multiple levels and implement level mechanics.
- Grey boxing and iterating of level concepts throughout the design process
- Crafted the Level flow and Pacing for the game.

Playable Link: [Shoot out](#)

Attacks Of The Voxel | Level Designer | Sep 2022

- Used Unreal 5 and Blueprints to design level maps and mechanics that were used throughout the game
- A great sense of space, scale, and overall understanding of level design principles
- Gray boxing both levels

Adventure | Level Designer | Dec 2020 - Mar 2021

- Used Unreal 4 and Blueprints to design level maps and mechanics that were used throughout the game
- Use design principles for 2.5D levels
- Great use of Mechanisms and tools of UE4 for grey boxing.

Playable Link: [Adventure](#)

ACADEMIC HISTORY

MIAMI DADE COLLEGE, MIAMI, FL.

Game Development and Design (May 2019)

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

Game Design (May 2022)