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Tomas Marquez

SKILLSET

- Level Design
- Game Design
- Landscape Creation & Terrain Sculpting
- Visual Scripting **(Unreal Engine 5)**
- Basic 3D Modeling **(Blender)**
- Cross-Disciplinary Collaboration

LANGUAGES

- English
- Spanish

EDUCATION

University of Central Florida
- B.A. Digital Media - Game Design Apr 2020

Indian River State College
- A.A. Digital Media - May 2016

INTERESTS

- Game Development
- Environmental Storytelling
- Level Design Challenges
- Esports
- Travel

LEVEL DESIGNER

Motivated Level Designer with 4+ years in the field, skilled in research, collaboration, prototyping, world-building, and node-based visual scripting. With one shipped title and another in early access, I'm passionate about creating engaging gameplay and continuously learning new skills. Focused on teamwork to bring creative visions to life while balancing technical and artistic elements to enhance the player experience.

WORK EXPERIENCE

Industrial Annihilation | Level Designer
Galactic Annihilation | July 2023 - February 2025 (Remote)

- **Collaborate** with design and art teams to conceptualize and create **immersive environments** across diverse biomes.
- **Iterate** and refine environments based on art director feedback to maintain **visual consistency** and **gameplay balance.**
- **Sculpt landscapes** and integrate key **environmental assets** (rocks, lava, acid pools) to enhance **map design.**
- Assist the art team by identifying and specifying **assets** essential for **world-building.**

Grit | Level Designer
Team Grit | June 2020 - July 2023 (Remote)

- **Designed** the layout of different map areas, ensuring they provide balanced gameplay experiences, from **combat encounters** to **exploration.**
- **Sculpted terrain**, painted landscapes, and applied **foliage** across multiple **biomes.**
- Created interior layouts, including **set dressing, lighting,** and **loot spawner placement.**
- **Delegated tasks** and provided **feedback** to the other level designer to ensure **cohesive map designs.**

PROJECTS

IDO | Level Designer
Somnambulist Studio | October 2019 - April 2020

- **Illustrated 2D maps** and wrote **design documentation.**
- **Blocked out levels** in **Unreal** for prototyping new levels and layouts.
- Defined and established the **pacing** of each level, while implementing **event scripts.**
- **Assigned tasks** and offered **feedback** to the level designer to maintain consistency in **map designs.**