



TOMAS MARQUEZ

LEVEL DESIGNER

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📍 Orlando, FL, USA

EDUCATION

University of Central Florida

- B.A Game Design - 2020

CG Master Academy

- Level Design for Games

SKILLS

- Greyboxing & Level Layouts
- Gameplay Pacing & Player Guidance
- Environmental Storytelling
- Encounter Design
- Blueprint Scripting & Prototyping
- Set Dressing & Layout Polish
- Cross-Discipline Collaboration

TOOLS



Unreal Engine 5



Blender



Adobe Photoshop



Perforce



Jira



Miro

SUMMARY

Level Designer with over five years of professional experience and a strong Unreal Engine background, focused on building gameplay-driven environments that support exploration, combat, traversal, and player guidance. Experienced in greyboxing, encounter design, and environmental storytelling, with an emphasis on readable layouts, spatial decision-making, and tension-driven gameplay spaces.

WORK EXPERIENCE

Galactic Annihilation

July 2023 - Feb 2025

Level Designer | Remote

Industrial Annihilation (PC, Early Access 2024)

- Led the design and refinement of multiplayer maps from early blockout through final polish, ensuring strong combat flow, traversal options, and spatial clarity.
- Partnered with design and environment art to integrate biome-specific assets while maintaining gameplay intent and visual consistency.
- Iterated on layouts through director and peer feedback, independently resolving design challenges and translating goals into cohesive, production-ready spaces.
- Contributed to final polish by refining lighting, atmosphere, and composition to support player readability and overall world cohesion.

Team Grit

June 2020 - July 2023

Level Designer | Remote

Grit (Battle Royale, PC)

- Designed and iterated on large-scale map areas, shaping terrain, foliage, and elevation to support combat encounters, traversal routes, and exploration.
- Built interior and exterior spaces with intentional layout, lighting, and spawn placement to reinforce combat flow and spatial readability.
- Collaborated closely with the design team to iterate on layouts, address performance considerations, and maintain consistency across the broader map.
- Made independent layout and spatial design decisions, authoring unique combat spaces and traversal routes that reinforced gameplay goals and the overall creative vision.

FREELANCE LEVEL DESIGNER

Remote | Independent & Collaborative Projects

Feb 2025 - Present

- Designed horror-focused and combat-driven levels in Unreal Engine emphasizing tension, atmosphere, traversal, and player guidance.
- Built and iterated on greybox interior and exterior environments focused on readability, environmental storytelling, and encounter pacing.
- Developed melee combat arenas and gameplay spaces supporting spatial decision-making and player flow.
- Iterated through playtesting and feedback to refine layouts, combat scenarios, and overall gameplay experience.