TOMAS MARQUEZ
LEVEL DESIGNER

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EDUCATION

University of Central Florida
• B.A Game Design - 2020

CG Master Academy
• Level Design for Games

SKILLS

- Blockout and Level Layouts
- Gameplay Pacing and Player Guidance
- Environmental Storytelling
- 2D Map Design
- Scripting and Prototyping
- Set Dressing and Layout Polish
- Basic 3D Modeling for Blockouts and Iteration
- Cross-Discipline Collaboration
- Iterative Design Through Feedback

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, and traversal. I take ownership of spaces from blockout through polish, working closely with art and engineering to align gameplay intent, composition, and production constraints. My work emphasizes clear player flow, spatial decision-making, and shipping cohesive gameplay spaces within active production pipelines.

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.

PROJECTS

Gears of The Hollow Sky   **June 2025 (2 weeks)**
Solo Project | Unreal Engine 5 | Blueprints

- Designed and built a traversal-focused level set in a floating city, using verticality and movement mechanics to drive player progression.
- Prototyped and scripted interactive movement systems using Blueprints to support pacing and moment-to-moment play.
- Crafted linear spaces with clear visual guidance to control navigation, player flow, and spatial decision-making.