



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

- Blockout & Level Layouts
- Set Dressing
- Scripting (Blueprints)
- Environmental Storytelling
- Gameplay Pacing & Player Guidance
- 2D Map Design
- 3D Modeling
- Cross-Discipline Teamwork
- Remote Team Communication

TOOLS



Unreal Engine 5



Blender



Adobe Photoshop



Perforce



Jira



Miro

SUMMARY

I'm a passionate and determined Level Designer focused on building memorable, immersive experiences. I enjoy shaping spaces that feel alive through environmental storytelling, exploration, and thoughtful pacing. My work on professional and personal projects continues to push me to grow as a designer while contributing meaningfully to teams that share the same creative vision.

WORK EXPERIENCE

Galactic Annihilation

July 2023 - Feb 2025

Level Designer | Remote

Industrial Annihilation (PC, Early Access 2024)

- Designed and refined multiplayer maps from blockout to final polish, ensuring balance between combat flow and clear navigation.
- Collaborated with design and art teams to integrate key environmental assets (terrain, lava, pools, foliage) and maintain visual consistency across diverse biomes.
- Iterated on environments using feedback from directors and peers, evolving blockouts into cohesive, polished gameplay spaces.
- Polished environments by refining lighting and atmosphere to maintain visual consistency across maps.

Team Grit

June 2020 - July 2023

Level Designer | Remote

Grit (Battle Royale, PC)

- Designed diverse map areas to balance combat encounters, traversal, and exploration within large-scale environments.
- Sculpted terrain, painted landscapes, and applied foliage across multiple biomes to enhance gameplay variety and atmosphere.
- Created interior layouts with set dressing, lighting, and spawner placement to support cohesive gameplay.
- Collaborated with the design team to iterate on layouts, optimize performance, and maintain consistency across the map.

PROJECTS

Gears of The Hollow Sky

June 2025 (2 weeks)

Solo Project | Unreal Engine 5 | Blueprints

- Built a platforming-focused level in a whimsical floating city, using traversal mechanics to drive progression.
- Designed linear spaces with strong player guidance to balance pacing and navigation clarity.
- Refined pacing and composition to keep traversal engaging without overcomplicating mechanics.