

ALEX FERRAZ

LEVEL DESIGNER

– CONTACT –

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Montreal, QC, Canada

Languages: French, English, Portuguese

– EXPERTISE –

Level Design:

- ◆ 2D level design
- ◆ 3D greybox layout
- ◆ Combat arenas and enemy encounters design
- ◆ Strong architectural knowledge
- ◆ Focus on narrative moments and environmental storytelling

Game Design:

- ◆ Enemy design
- ◆ Environmental hazard design
- ◆ Prototyping and scripting mechanics in C#
- ◆ Rational Game Design and MDA framework
- ◆ Cognitive science knowledge and interaction with game design

Narrative:

- ◆ Script writing
- ◆ Story bible writing

– SOFT SKILLS –

- ◆ Ability to break down complex concepts and ideas
- ◆ Always open to give and receive constructive feedback
- ◆ Hard worker driven to take challenging initiatives
- ◆ Always learning new best practices and being resourceful

– SOFTWARES –

- ◆ Unreal Engine 4/5
- ◆ Unity
- ◆ C#
- ◆ Illustrator/Photoshop

– EXPERIENCE –

Level Designer ◆ Adglobe Montreal

Undisclosed Project (3D action-adventure) ◆ February 2022 - Present

- ◆ Responsible for designing 3D greybox layouts in Unreal 4/5
- ◆ Designing environmental hazards and mechanics that the player can use in combat situation
- ◆ Designing puzzles and combat areas
- ◆ Designing boss encounters
- ◆ Writing and updating documentation on Confluence
- ◆ Researching and documenting architectural references and gameplay situations for future use
- ◆ Collaborating with the art team to adapt level layouts to the needs of the art direction while keeping gameplay intentions
- ◆ Writing the first draft of the main narrative structure and high-level story for each level
- ◆ Handcrafting the gameplay, objectives and story beats

Level and Game Designer ◆ Astrolabe Interactive

Sacrifice Your Friends (Party brawler) ◆ January 2019 - February 2020

- ◆ Responsible for designing 3D multiplayer combat arenas in Unity
- ◆ Designing mechanics and events
- ◆ Writing and updating the guidelines for combat arenas
- ◆ Prototyping and scripting mechanics in Unity (C#)
- ◆ Responsible for playtesting and balancing maps
- ◆ Integrating art assets

Level and Narrative Designer ◆ Campus ADN

Lights Out (2D platformer) ◆ May 2018 - July 2018

- ◆ Designing a level in Unity
- ◆ Writing the story bible, dialogues, and lore collectibles
- ◆ Designing the narrative system
- ◆ Collaborating with the game design team and the art team to keep the narrative in line with the intentions of each department

– EDUCATION –

A.E.C. degree in Level Design ◆ Campus ADN

Professional training in level design and game design ◆ 2017 - 2018

- ◆ 15 weeks integrative project

Formation as Documentalist ◆ INIS

Professional training in news research ◆ 2017 - 2017

M.A Scholary in Game Studies ◆ Université de Montréal

Research and qualitative analysis ◆ 2013 - 2017

B.A degree in Film Studies ◆ Université de Montréal

Screenwriting and film editing ◆ 2009 - 2013