

ALEX FERRAZ

GAME & LEVEL DESIGNER

– CONTACT –

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Montreal, QC, Canada

Languages: French, English, Portuguese

– BIO –

- ◆ 5+ years of experience as a level designer
- ◆ Worked in both AAA and Indie

– EXPERTISE –

Level Design:

- ◆ Online and coop experience
- ◆ Architectural/Modular Kit
- ◆ Enemy encounter and AI balancing
- ◆ POI design
- ◆ Environmental storytelling

Game Design:

- ◆ Hazards
- ◆ Puzzle prototypes: design, iteration, and integration in engine
- ◆ Enemy design
- ◆ Documentation (GDD, LDD)
- ◆ Playtest: survey, analysis and organization

– SOFT SKILLS –

- ◆ Cross-discipline communication
- ◆ Constructive feedback
- ◆ Quick thinking under priority shifts
- ◆ Team player
- ◆ Fast learner

– SOFTWARES –

- ◆ Unreal Engine 4/5
- ◆ Unity
- ◆ Blueprint, C#, Python
- ◆ Confluence/Jira
- ◆ Illustrator/Photoshop/Affinity

– EXPERIENCE –

Level Designer and Game Designer ◆ Nvizzio Creation

Unannounced Project (COOP) ◆ October 2025 - August 2026

- ◆ Served as the main Level Designer on the project
- ◆ Established the level design pipeline, gameplay metrics, guidelines for levels, and architectural modular sets
- ◆ Designed prototype layouts for a coop online game in Unreal 5
- ◆ Designed and implemented features, events, and missions
- ◆ Wrote documentation: features, LDD, analysis, and surveys

Level Designer ◆ Turbulent/Cloud Imperium Games

Star Citizen (MMO-FPS) ◆ June 2024 - July 2025

- ◆ Fixed bugs in live-ops environment
- ◆ Refactored maps to adapt to new content
- ◆ Supported the level design team on the *Contested Zones* maps (PvPvE missions) with loot placements and combat encounters tuning
- ◆ Supported mission designers on the *Storm Breaker* event with AI requirements and the encounter areas for side Points of Interest
- ◆ Supported the environment department and collaborated with team members to deliver experience aligned with project requirements and visual goals

Level Designer ◆ Adglobe Montreal

Canceled Project (3D single player) ◆ September 2021 - September 2023

- ◆ Pitched and designed map blockouts in Unreal 4 mixing environmental hazards, traversal and puzzle spaces, and encounter areas
- ◆ Prototyped and integrated designs/systems in Blueprint
- ◆ Collaborated with environment, animation, and VFX teams to build prototype levels with high interactivity and a strong sense of place

Level and Game Designer ◆ Astrolabe Interactive

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

- ◆ Designed multiplayer combat arenas from blockout concept to art pass
- ◆ Wrote and updated the guidelines for arenas
- ◆ Designed and scripted mechanics and events
- ◆ Was in charge of playtesting and balancing maps

– EDUCATION –

Minor in Computer Science ◆ Université Laval

Micro-programme in game programming ◆ 2023

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

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

B.A. degree in Film Studies ◆ Université de Montréal

Screenwriting and film editing ◆ 2009 - 2013