

Javier E. Figueroa

Level Designer

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Experiences

Level Designer January 2023 – November 2023
Deckweaver: Descent Into Chaos
FIEA UCF, Orlando, FL

- Drew up map layouts on paper and blocked them out in Unreal 5
- Wrote Level design documents for each level
- Set dressed each level using asset packs and custom art
- Collaborated with art lead to ensure level design matches the art theme
- Iterated on levels according to the system designers

Level Designer January 2023 – April 2023
Luigi's Haunted Mansion Ride
FIEA University of Central Florida, Orlando, FL

- Conceptualized and split up the dark ride track in conjunction with 4 other designers
- Built the track in Unreal 4 using a spline and set dressing assets
- Worked with a subject matter expert by incorporating his feed back and criticism
- Designed the boss battle for the ride in conjunction with the programmers

3D and Effects Artist June 2016 – August 2017
Raider Road
Drexel University, Philadelphia, PA

- Created and textured 3D models based on concept art
- Created unique particle effects inside Unity
- Worked and coordinated with a large team of 15
- Designed an in game lobby to also serve as tutorial

Skills

- White Boxing/Blockouts
- Set Dressing
- Design Documentation
- Modeling
- VFX

Tools

- Unreal 4/5
- Unity
- Maya
- Blender
- Adobe Photoshop
- Perforce
- Jira

Education

M.S. in Interactive Media
UCF: Florida Interactive
Entertainment Academy
December 2023

**B.S. in Game Design and
Production**
Drexel University
June 2019