

Gabriel Luz Carpes

Level Designer

Passion for Level Design and expertise in Game Design, programming, architecture, and urban planning.

You can view a sample of my work at <https://gabriellcarpes.github.io/>.

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PROJECTS

Ubisoft Toronto NXT - 2022 - Top 5 contestants for Level Design

A Level Design Competition organized by Ubisoft Toronto in which I finished as part of the top-5 entries.

- Finished among the top 5 contestants on Ubisoft NXT.
- Designed a Level for a third person Stealth Game with three main player goals.
- Assembled the level in Unreal Engine 5.
- Fixed bugs and implemented improvements to blueprints provided by Ubisoft.

Hour of Yokai - Level Designer

An adventure Puzzle Game based on Japanese Mythology. Game Jam project developed during the Game Design Post-Grad Course at George Brown College

- Roles Taken: Level Designer, Technical Lead
- 2D Top Down RPG based on Japanese Folklore.
- Translated design decisions into code and in engine implementation.
- As lead level designer, created puzzles and the games minute by minute gameplay
- Designed player mechanics along with a team of designers

WORK EXPERIENCE

OSF Digital

2019 - 2021

- Implemented responsive and accessible front-end interfaces for e-commerce applications
- Consulted with clients to gather project requirements and created development strategies
- Implemented new improvements for live websites
- Aided QA with testing steps and procedures.

Architecture Photography

2014 - 2019

- Independent artist developing visual narratives through the use of photography
- Participated in exhibitions in Porto Alegre-BR, Rio De Janeiro-BR, Buenos Aires-ARG, Belfast-UK, Braga-PT, Verzasca-SWI and Montevideo-UR.
- Clients include an array of Architecture Firms from Brazil and Uruguay as well as some Private Clients

SKILLS

- Unreal Engine
- Unity
- C++
- C#
- Javascript
- HTML
- CSS
- GIT
- Adobe Photoshop
- Adobe Illustrator
- Adobe Indesign
- Autocad
- Sketchup
- Microsoft Office Suite

LANGUAGES

- English
- Portuguese

EDUCATION

Post-Graduate Certificate, Digital Design – Game Design,
George Brown College

2021 - 2022

Diploma in System Analysis and Development, Unisinos

2016 - 2019

Bachelor Degree in Architecture and Urban Planning, UFRGS

2009 - 2015

CERTIFICATIONS

Certified SCRUM Master by Scrum.ORG

Salesforce B2C Commerce Cloud Developer Certification

[References available upon request](#)