

JUAN FELIPE RAMIREZ

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Level designer with a degree in Architecture, experienced in designing, conceptualizing fun and compelling levels, amazing environments, and exciting gameplay. Proficient in Unreal Engine, Blender and Unity. Passionate about player-driven exploration games: Metroidvanias, Legend of Zelda, Open Worlds and FPS.

SKILLS & ABILITIES

Unreal Engine - Blueprints - Blockout - Prototyping - Unity - Lighting - Blender - Architectural background - Autodesk Maya - Eye for detail - Communication - Documentation - Teamwork - Feedback - Debugging - Jira - Confluence - Iteration - Source control - Set dressing - Playtest - Fast learner - Creativity

RELEVANT EXPERIENCE

LEVEL DESIGNER, STREAMLINE STUDIOS

MARCH 2023 - AUGUST 2025

- Managed multiple levels for projects meant for PC, Play Station 4 and Nintendo Switch, including open-world, roguelike, FPS, and platformer experiences. That included design concept, geometry blockout, set dressing and integration with gameplay mechanics. Also iterated on them to balance pacing, flow and integrate gameplay mechanics.
- Scripted gameplay events using Unreal Engine Blueprints.
- Collaborated closely with multidisciplinary teams (artists, writers, QA) across Japan, USA, Colombia, and Malaysia.
- Created comprehensive level design documentation to support cross-functional alignment.
- Led early-stage ideation methodology for level design + game design + worldbuilding to address the first stages of development and ideation.
- Created visually stunning layouts and amazing environments for interactive gamified experiences and “beyond games” titles. All developed using Unreal Engine and its tools.
- Actively conducted internal playtests and iterated level layouts and mechanics based on player feedback and team critique.

AAA EXPERIENCE:

- **UPIN & IPIN UNIVERSE 2025**

Level designer for some platforming areas and open world layout, Worked along lead level designer, game director, art direction and QA through several iterations and feedback.

- **UNANNOUNCED OPEN WORLD/ EXTRACTION FPS GAME TO BE PUBLISHED BY MAY 2026**

Level designer for several combat and looting areas. Designed some layouts and set dressed big sections of the map. Worked along with Creative Director, Lead level designer and QA to polish the player experience through several iterations and feedback.

- **UNANNOUNCED UEFN EXPERIENCE TO BE PUBLISHED BY NOVEMBER 2025**

Lead level designer on the project. Created combat spaces and traversal spaces from concept, blockout, and basic lighting. Worked along with lead game designer and lead developers on prototypes. Did some basic scripting using Unreal Engine Blueprints.

VOLUNTEER

- Level design mentor and jury in “Universidad de la Sabana Game Jam”. May 1st, 2nd and 3rd 2024, Bogotá.
- Level design mentor in “Global Game Jam”. Jan 22–28, 2024, Bogotá.

ARCHITECTURAL LEAD DESIGNER, ÁNGULO 3

2018-2022

- Lead the design and modeled two building projects (a house and a factory) that completely met the client’s expectations regarding environment and experience, spatial complexity, lighting, and deadlines.
- Modeled two of the company’s biggest projects in Revit and 3D Studio Max. Also created architectural visualization for the projects using Unreal Engine 4, so the client got to understand the full experience and design of the project before it was built.
- Lead the design and planning of an educational building project that met all company’s design standards and was highly admired by the client, getting the company to be better ranked and respected.

EDUCATION

LEVEL DESIGNER CERTIFICATE – CGMA (Computer Graphics Masters Academy) (San Francisco, CA)

2021

ARCHITECT DEGREE, Universidad De Los Andes (Bogotá, Colombia)

2011-2018

CIVIL ENGINEER DEGREE, Universidad De Los Andes (Bogotá, Colombia)

2011-2018