

JUAN FELIPE RAMÍREZ

Level Designer

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PROFESSIONAL SUMMARY

Level Designer with 7+ years of combined experience in architecture and game development. Degree in Architecture with deep expertise in Unreal Engine, UEFN, Blender, and Unity. Proven track record shipping multi-platform AAA and indie titles across open-world, roguelike, FPS, and platformer genres. Passionate about player-driven exploration (Metroidvanias, Souls-likes, Zelda-style, and Open Worlds) with a strong eye for spatial flow, pacing, and environmental storytelling.

SKILLS & TOOLS

Unreal Engine 5 • UEFN (Unreal Editor for Fortnite) • Blueprints • Unity • Blender • Autodesk Maya • Blockout & Prototyping • Set Dressing • Lighting • Level Flow & Pacing • Gameplay Scripting • Playtesting • Source Control • Jira • Confluence • Cross-disciplinary Collaboration • Level Design Documentation • Feedback & Iteration

PROFESSIONAL EXPERIENCE

Level Designer | Streamline Studios *Mar. 2023 – Aug. 2025*

- Owned end-to-end level design for multiple multi-platform titles (PC, PS4, Nintendo Switch), spanning open-world, roguelike, FPS, and platformer genres, from concept through final polish.
- Scripted gameplay events and interactive mechanics using Unreal Engine Blueprints, collaborating with engineering and design teams to iterate based on playtest feedback.
- Collaborated daily with multidisciplinary teams across Japan, USA, Colombia, and Malaysia, maintaining design alignment through comprehensive level design documentation.
- Led early-stage ideation sessions integrating level design, game design, and worldbuilding to accelerate project kickoffs and reduce late-stage rework.
- Produced high-quality environments and layouts for gamified interactive and 'beyond games' experiences, built entirely in Unreal Engine.
- Conducted internal playtests and iterated level layouts and mechanics based on structured player feedback and team critique.

▶ AAA Project Highlights

Upin & Ipin Universe *2025*

- Designed platforming areas and open-world layout. Collaborated closely with the Lead Level Designer, Game Director, Art Director, and QA through multiple iteration cycles.

Unannounced Open World / Extraction FPS (Publishing: 2026) *2024–2025*

- Designed several combat and looting areas; set dressed large sections of the map. Partnered with the Creative Director, Lead Level Designer, and QA to refine player experience.

Red Bull Frozen Arena *Nov. 2025*

- Led level design end-to-end (concept, blockout, and base lighting) for combat and traversal spaces. Drove prototyping sessions with the Lead Game Designer and Lead Developers; implemented basic scripting in Blueprints.

Architectural Lead Designer | Ángulo 3 *2018 – 2022*

- Led design and 3D modeling (Revit, 3DS Max) of two large-scale building projects: a private residence and an industrial facility, delivered on time and exceeding client expectations for spatial quality and lighting.
- Created real-time architectural visualizations in Unreal Engine 4, allowing clients to experience full design intent before construction began.

- Directed planning and design of a flagship educational building project that elevated the company's reputation and won strong client recognition.

PERSONAL PROJECTS

TEMPLE: 5v5 Bomb Defuse2024

Tactical FPS map developed solo in UEFN (Unreal Editor for Fortnite) for Fortnite Creative.

- Sole designer and implementer, responsible for the full production pipeline: concept, geometry blockout, set dressing, lighting, and gameplay scripting.
- Designed a 5v5 bomb defuse layout inspired by tactical shooters, with carefully considered sight lines, cover distribution, and multi-route attacker/defender pathing to support competitive play.
- Built and published entirely in UEFN, leveraging its Verse scripting and Fortnite Creative tools to implement round logic, bomb mechanics, and team-based win conditions.

EDUCATION & CERTIFICATIONS

Level Design Certificate | CGMA – Computer Graphics Master Academy2021

Specialized program in professional level design for games. San Francisco, CA (Online).

B.Arch – Architecture | Universidad de los Andes2011 – 2018

Bogotá, Colombia

B.Sc – Civil Engineering | Universidad de los Andes2011 – 2018

Bogotá, Colombia

VOLUNTEER & COMMUNITY

- Level Design Mentor & Jury — Universidad de la Sabana Game Jam. Bogotá, Colombia. May 2024.
- Level Design Mentor — Global Game Jam. Bogotá, Colombia. January 2024.