

Raden Nurhasanah Umar Saputra

Level Designer

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Bogor, Indonesia | Open to International Relocation | Visa sponsorship and relocation assistance required

Level Designer and Game Writer with four UE5 solo projects. Experienced in creating player-focused, experience-driven gameplay that integrates story and psychological tension. Combine iterative blockouts, narrative pacing, and environmental storytelling to create immersive, intuitive, and memorable levels.

CORE SKILLS

- Level Design & Iteration: blockouts, modular design, low-poly assets creation, narrative alignment
- Player-Centric & Story-Driven: intuitive navigation, visual storytelling, branching routes from narrative
- Cross-Discipline Collaboration: simple blueprints, creative problem solving, concise documentation
- Visual Polish & Atmosphere: 3D environments, cinematic lighting, simple post-process effects

GAME PROJECT EXPERIENCES

Don't Go Back | Original Project / Blocktober | Solo Developer (2024-2025)

- Designed and iterated 5 high-tension psychological levels until polished state within October 2024
- Built adaptable modular architecture with organised asset management to minimized inefficiency
- Revised the levels in accordance with narrative changes, assets availability & timeline constraints

Snow Church | Fan Project Spin-off of Control (Remedy Entertainment) | Solo Developer (2024-2025)

- Expand existing IP tone by integrating original narrative & level design within franchise standards
- Engine optimization through assets management, foliage reduction & level boundaries design
- Tracked revisions and progression via Figma and Notion for clear & structured documentation

Future Siren | Original Project / Taksa Semesta | Solo Developer (2023-2025)

- Designed three types of branching routes (combat, narrative, balanced) within one cohesive level
- Designed enemies' placements based on story pacing, branching difficulties & visual compositions
- Created post-process effects & lighting transitions to integrate the narrative flow with the gameplay

Black Puddle | Original Project / Taksa Semesta | Solo Developer (2023-2025)

- Translated the narrative into visual game beats, beat charts, area flowcharts & mission flow in Figma
- Adjust materials, lighting & post-process effects to align with the visual board & emotional tone
- Coordinated level design constraints & potentials with narrative to adjust the gameplay progression

TRAINING & CERTIFICATIONS

- Learn the ART of Level Design — Udemy (2023)
- Creating Stunning Environments in UE5 A Game Artist Bootcamp — Udemy (2023)

EDUCATION

Bachelor of Design in Product Design — Sepuluh Nopember Institute of Technology (ITS) (2022)
GPA: 3.63/4.0 | Coursework: Designer Toy (A), Game Design (A), Computer-Aided Design (A)

TOOLS & SOFTWARE

Unreal Engine 5 | Blender | Clip Studio Paint | Kit Scenarist | Notion | Figma | Google Docs | Google Slides

LANGUAGES

English (Fluent) | Bahasa Indonesia (Native)