

JOAN FORTUNY

LEVEL DESIGNER

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EXPERIENCE

Professional Projects

Laser Tag Zone at Salting Reus

Level Designer & Architect

March - July 2023

- Responsible for the creation and maintaining level design document from concept to release.
- Ensure high-quality layout through rapid prototyping.
- Provided direction and feedback to construction workers.

Personal Projects (modding)

Battlefield 3 Reality Mod – 1st Person Multiplayer Shooter **QA Tester & Level Designer – VU Map Editor**

01/2021 – Present

- Environmental design updates for several parts of original levels
- Help the rest of the Level Designers set a good layout and help with the problems the engine has and how to sort it out
- Provided direction and feedback on levels

Battlefield 3 Battle Royale – 1st Person Multiplayer **Shooter**

Level Designer – VU Map Editor

03/2021 – Present

- Ensure high-quality layout through rapid prototyping
- Responsible for the creation and maintaining level design document through production
- Commit to deadlines and monthly milestones
- Proactively iterating and balancing gameplay through playtest and feedback
- Collaborating with Sound Designers, UI artist and programmers throughout production to keep tasks updated
- Create level design that supports and improves core mechanics
- Participate in weekly meetings
- Suggest creative new ideas and concepts
- Assists the game designer in the development and evolution of the game content

Mirror's Edge - 1st person Action-Adventure **Platformer**

Level Designer – Unreal Engine 3

05/2012 – 12/2020 – 8 years & 7 months // +20 Custom maps & Visual mods

- Responsible for creation and maintenance of the entire level design
- Responsible for the entire level layout and mission scripting from prototype to final product.
- Proactively iterated and balanced gameplay through playtest and feedback
- Scripting AI behavior using Visual scripting tools (Kismet)
- Responsible for the entire Lighting, post process and Scripting
- Balanced gameplay through player Exploration and gameplay data
- Produced shaders and VFX for different environments using Unreal's Cascade and Unreal's Material Editor
- Ensure high quality level layout through rapid prototyping

LINKS

Portfolio

<https://www.joanfortunyleveldesigner.com/>

Youtube

<https://www.youtube.com/user/kekuncias>

Artstation

<https://www.artstation.com/keku645>

SKILLS

Level design in multiple genres

White boxing

Gameplay Implementation

Gameplay Balancing

Visual Scripting

Set Dressing

Lighting

Modeling

Documentation Design

Video Editing

SOFTWARE

Unreal Editor

VU Map Editor

Unreal Engine V

3DS MAX

Blender

Photoshop

Sony Vegas

PASSIONS

Parkour

Videogames

Anime

Manga

Modding