



MANUEL ESCORZA

Level Designer

Professional Level Designer with 4 years of industry experience across single and multiplayer games such as shooters, puzzle and adventure games. Previously a programmer with extensive scripting and coding experience. What I enjoy about environment creation is to tell stories and iterating the experience until its just right for the players.

Currently based in Spain but ready to relocate and can work remote/freelance/b2b in any time zone as needed. Let's talk!

Contact

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Website / Portfolio

www.manuelescorza.com

Education

Master's in Game Design

Vancouver Film School
2019-2020, Honors graduate

Bachelor in Media Engineering

University of Alicante
2014-2018

Skills & Tools

Engines

Unreal Engine, Unity, Game Maker

Art packages

Blender, Maya, Photoshop

Scripting

C#, C++, Javascript, Java,
Blueprints

Miscellaneous

Jira, Miro, Perforce, Git,
Confluence

Languages

English (Professional fluency)

Spanish (Native)

Professional Experience

2020

Dec

-

2024

Aug

Off The Grid - Intermediate Level Designer

Gunzilla Games || Unreal 5 || PC, XBOX, PS5

- Designed and implemented large regions for open world map, including re-usable and modular POIs between regions.
- Collaborated with art teams on dressing and polishing the environment, terrain and decals up to final art release
- Lead the team and development of the "Bonded Docks" Region
- Owned the mission PVE creation pipeline and development
- Mentoring and onboarding juniors.

2024

Oct

-

2024

Dec

Unannounced Project - Level Designer

Freelance - Unannounced Dev || Unreal 5 || PC

- Planned the level geometry and scripting interactions for specific camera angles and cinematics
- Design set-pieces and levels for several important story segments.
- Prototyped and planned different enemy encounters

2018

June

-

2018

Sept

Path to Mnemosyne - Intern Gameplay scripter

Devilish Games || Unity 5 || PC, Switch

- Prototyped and implemented some of the game's puzzles
- Translated ideas from the team into prototypes to be tested in the game
- Coded UI elements and logic for additional studio projects

Accolades

Excellence in Level Design

Vancouver Film School
Game Design Awards
2020

Best final design thesis

University of Alicante
For: "Developing psychological exploration in games"