

Contact

Phone

+34 689 90 80 21

Email

manumeg@gmail.com

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)

MANUEL ESCORZA

Level Designer

Professional Level Designer with 4 years of industry experience across different genres like story-driven, puzzle and adventure games. What I enjoy about environment creation is to tell stories and iterating the experience until its just right for the players.

Professional Experience

2020

Dec

-

2024

Aug

Off The Grid - Level Designer

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

- **Delivered the locations of Bonded Docks, Stork City, Little Kyiv and Saltie** in complete form after full iteration from paper design to dressing and polishing.
- **Developed reusable and modular POI layouts**; reducing production times for locations in between regions by 40%.
- **Established and maintained the PvE mission creation pipeline**, coordinating level design, scripting, and narrative.
- **Collaborated with art teams** to align final art with gameplay intent, collisions and navigation, leading to a 20% boost in player retention during season 1.
- **Developed special play-tests with surveys and documentation** for each region of the map, speeding up iteration and feedback collection significantly.

2024

Oct

-

Current

Freelance Level Designer - NDA projects

Freelance - || Unreal Engine 5 || PC

- Delivered multiple levels for clients in different game genres.
- Delivered strong, curated pipelines for both level implementation as well as art and story through consulting.
- Planned levels, encounters and story beats in the general scope of the game to improve client's overall game.

2018

June

-

2018

Sept

Path to Mnemosyne - Gameplay designer

Devilish Games || Unity 5 || PC, Switch

- Prototyped and implemented sphere and ray puzzle levels.
- Translated ideas from the design team into prototypes to be tested in the game.
- Coded UI elements, logic and menus for additional projects in the studio.

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"