

Luis Martinez

Game Developer
Newark, NJ 07104
(862) 316-4161

lmartinez225@outlook.com

<https://www.linkedin.com/in/luis-martinez-4766622b8/>

<https://lm.itakhost.net/>

PROFESSIONAL SUMMARY

An enthusiastic, creative game developer with proficiency in Unreal Engine, block-meshing, and level design methodologies. Continuous commitment to learning professional development through building game experiences challenges players' imagination.

SKILLS

- | | | |
|------------------------|------------------------------|-----------------------|
| • Communication skills | • Graphic Design | • Game Design |
| • Unreal Engine | • Blueprint Visual Scripting | • UI/UX |
| • Speaks Spanish | • Problem Solving | • Attention to detail |
| • Systems Design | • Gameplay Designer | • Level Block Outs |
| • Level Design | | |

ACADEMIC EXPERIENCE

LEVEL DESIGNER

June 2025 - July 2026

Crimson Depths, Full Sail University

- Assisted with building a Dungeon-Crawler, where players Explore levels, conquer enemies, collect key pieces, defeat champion.
- Developed the Forest Ruins level blockout, executed 3 key piece objective areas, and formulated exploration routes can direct players through level progression.
- Ran Unreal Engine 5.8 to build the Forest Ruins level, place key objectives, and constructed player progression paths.
- Viewed teammate/play-tester feedback, corrected the 3 Key Piece Objective Areas, and revised the Forest Ruins Block Level Mesh (Block out).

GAME PLAY DESIGNER

July 2025 - August 2025

Solo Project, Full Sail University

- Developed a Third-Person Adventure Platformer, where players explore a giant bedroom, collect 3 power sources, overcome obstacles, and launch a rocket.
- Designed pickup placement across 3 major tasks that, established player progression through a room-sized environment, and created exploration paths guided players toward launching rocket.
- Optimized Unreal Engine 5 to design and implement battery collection objective, item-based progression system, environmental puzzle interactions, and rocket launch end goal.
- Reviewed play-tester feedback, adjusted placement of 6 movable blocks, and refined puzzle routes to improve player navigation and objective completion.

LEVEL DESIGNER

April 2025 - May 2025

Team Citrine, Full Sail University

- Aided with designing First Person Adventure Shooter, where player navigate hazards, defeat zombies, recover artifact, extract.
- Constructed laboratory objective area, created rooftop helicopter extraction point, and guided players through 4 mission objectives from power restoration and water drainage to artifact recovery and final extraction.
- Troubleshoot Unreal Engine 5 to design a laboratory area, artifact pickup goal, rooftop extraction zone, and helicopter landing area.
- Reviewed all 3 play-tester feedback, improved rooftop accessibility through clearer navigation routes, and refined helicopter extraction to reduce player confusion.

EXPERIENCE

ASSET PROTECTION AGENTJanuary 2025 - Present

Nordstrom-Short Hills, NJ

- Conducted covert surveillance across sales floors, 8 fitting rooms, and back-of-house operations to prevent asset loss and support theft investigations.
- Conducted 20+ External loss investigations involving employee purchases, discount misuse, and refund fraud by analyzing transaction records, surveillance footage, and exception reports.

ASSET PROTECTION AGENTJune 2024 - December 2024

Walmart, Kearny, NJ

- Protected company assets and personnel by monitoring sales floors, fitting rooms, and logistics operations while implementing theft prevention and safety initiatives Over 32 cases where handled.
- Communicated with store leadership, 2 Active law enforcement on site, and employees during surveillance operations, risk assessments, and emergency response situations.

EDUCATION

Bachelor of Science in Game Design (B.S.)July 2026

Full Sail University, Winter Park, FL

- Interactive Technology - B.S. Completion with GDN Concentration.

Game Development - A.S.March 2025

Full Sail University, Winter Park FL