



Eneko Aramendia

Level Designer | Encounter & Spatial Design | Unreal Engine 5

A focused and detail-driven Level Designer with a background in architecture and over a decade working in fast-paced, people-centric environments. Skilled in spatial composition, encounter design, greyboxing, iteration, and gameplay readability. Strong experience collaborating in multidisciplinary teams, giving and receiving feedback, and designing spaces that guide player flow through intuitive cues. Passionate about crafting engaging, readable, and emotionally resonant gameplay spaces.



Barcelona, Spain (Open to remote EU/US)



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RELEVANT PROJECTS

Haunted Forest | Exploration & Encounter Level Level Designer | UE5

- Designed a traversal-driven level emphasizing verticality, landmarks, and sightline management.
- Created an encounter space with controlled visibility, pacing through reveal moments, and enemy placement shaping traversal choices.
- Built complete greybox, iteration logs, and player-flow evaluation from playtesting sessions.

Outbrake - Day 0 | Environmental Guidance Case Study Level Designer | Far Cry 5 Editor

- Recreated and analyzed the opening of *The Last of Us*, focusing on soft-guidance techniques: lighting, composition, blocked paths, enemy pressure.
- Designed a fully playable blockout with multiple beats, tension control, and clear environmental cues.
- Documented design rationale, flow diagrams, focal points, iterations, and a full breakdown.

PROFESSIONAL EXPERIENCE

Sales Executive | Customer Experience & User Guidance Exoticca | 2024 - Present

- Translated complex needs into actionable recommendations, mirroring player-centred design thinking.
- Communicated clearly under pressure, adapting rapidly to unexpected scenarios.
- Collaborated with cross-functional teams, improving processes through iterative problem solving.
- Strengthened skills in user behaviour analysis, pattern recognition, and decision-based routing, directly applicable to gameplay flow evaluation.

Front Desk Agent | Operations & Experience Flow Hotels 4* | 2016 - 2024

- Managed large-scale experience flows, optimizing navigation and decision routes for hundreds of users daily.
- Identified blockers, redesigned flows, and resolved issues, analogous to iterative level design problem solving.
- Coordinated with multiple teams ensuring a seamless experience, reinforcing communication and pipeline discipline.

Sales Representative | Customer Needs Mapping & Solution Design IKEA | 2022

- Analysed user needs, translated them into spatial and functional solutions, directly related to spatial reasoning in LD.
- Prioritized tasks dynamically while collaborating with multidisciplinary teams.

Founder | Creative Direction & Experience Design Invisus Barcelona | 2018 - 2020

- Designed experiential “journeys,” managing composition, rhythm, and emotional beats, directly relevant to encounter pacing.
- Built structured routes, narrative flow, and environment-based guidance for groups.
- Gained strong ownership habits, problem solving, and design iteration.

CORE SKILLS

Level Design

- Encounter & combat space design
- Blockout / greyboxing (UE5)
- Gameplay flow & routing clarity
- Pacing & intensity curve shaping
- Environmental storytelling
- Soft & hard gating techniques

Technical Skills

- Unreal Engine 5
- Blueprint basics
- Photoshop
- Notion / Miro
- AutoCAD

Soft Skills

- Communication & feedback
- Player-centric thinking
- Problem solving under pressure
- Iterative mindset
- Cross-disciplinary collaboration

EDUCATION

Professional Level Design Program (300+ hours) | Unreal Engine 5
Game Design Skills | 2025

- Blockout testing, encounter design, routing clarity, environmental storytelling, iterative design, playtesting.

Master in Business Management
HTSI - Universitat Ramon Llull | 2017

- Master in Hospitality Management

Degree in Architecture | Spatial & Technical Design
ETSAB - Universitat Politècnica de Catalunya | 2014

- Bachelor's degree in Architecture

LANGUAGES

Spanish (native) Catalan (native) English (C2) French (B1)