

Eneko Aramendía

Level Designer | Encounter & Spatial Design | Unreal Engine 5

Level Designer specializing in encounter-driven and traversal-focused spaces in Unreal Engine 5. Experienced in production-level greyboxing, spatial readability, pacing curves, and iterative playtesting workflows. Recently delivered two in-development demo levels under milestone and scope constraints.

Strong background in spatial design (architecture) applied to player routing, landmark composition, and gameplay clarity.

Focused on FPS and third-person action/exploration environments.



Barcelona, Spain | Available for Remote (EU/US)



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PROFESSIONAL EXPERIENCE

Level Designer (Freelance - Production Projects) | UE5 - Encounter & Spatial Design Remote | 2025 – Present

Designed and delivered complete greybox levels for in-development demo projects (FPS and Third-Person Action/Exploration), focusing on encounter design, traversal flow, and spatial readability.

FPS - Sci-Fi Action Level (10 min playable segment)

- Owned level blockout from 2D layout to fully playable 3D greybox.
- Designed combat encounters with escalating difficulty using placeholder AI enemies (robots, drones).
- Structured encounter beats and pacing curves to introduce mechanics progressively.
- Implemented light platforming and spatial puzzle elements integrated into combat flow.
- Designed forced-fail sequence without player frustration through controlled readability and recovery space.
- Created iconic reveal spaces and landmark-driven navigation to enhance player surprise and orientation.
- Iterated based on internal playtests, refining routing clarity and combat readability under fixed production scope.

Third-Person Exploration & Puzzle Level (10–15 min demo segment)

- Designed and implemented the main exploration level for an in-development cinematic demo.
- Built traversal-driven environment with light platforming and spatial puzzle integration.
- Crafted linear yet layered player path ensuring forward momentum without backtracking fatigue.
- Focused on environmental guidance through composition, lighting cues, and landmark placement (no UI markers).
- Designed “wow” reveal moments to reinforce narrative atmosphere and cinematic pacing.
- Collaborated directly with developer, aligning level layout with gameplay constraints and production milestones.
- Delivered final blockout within agreed time scope (60h allocation), maintaining clean scene structure.

SELECTED LEVEL DESIGN 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.

CORE SKILLS

Level Design

- Encounter & combat space design
- Blockout / greyboxing (UE5)
- Gameplay flow & routing clarity
- Pacing & intensity curve shaping
- Tutorialization through level design
- 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

Unreal Engine 5 · Greyboxing · Blockout Production · Encounter Design · Traversal Design · Gameplay Flow · Spatial Readability · Environmental Guidance · Ability Gating · Iterative Playtesting · Blueprint Basics

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.

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)

PREVIOUS BACKGROUND

Architecture & Operations Background | 2014–2024

Professional background in architecture and operations prior to focusing fully on level design. Developed strong spatial reasoning, systemic thinking, and user-flow optimization skills, now applied to encounter design, traversal routing, and gameplay clarity.