

Eneko Aramendía

Level Designer | Encounter & Spatial Design | Unreal Engine 5

- Location: Barcelona | Remote
- Email: enekoaramendia@gmail.com
- Phone: +34 658074615
- **Portfolio:** https://enekoaramendia.es/
- LinkedIn: https://www.linkedin.com/in/enekoaramendia/

Level Designer focused on encounter-driven and traversal-based gameplay spaces in Unreal Engine 5. Strong emphasis on player flow, combat readability, and sightline control through iterative playtesting. Architecture background applied to spatial composition and player guidance.

PROFESSIONAL EXPERIENCE

Level Designer - Dinobyte Softworks

Remote | 2026 - Present

• Designing a traversal-driven Maintenance Bay environment focused on exploration, visibility control, and phased spatial transformation.
• Developing gameplay spaces around movement (soft glide, vertical layering, controlled sightlines).
• Structuring level flow around progressive reveals, occlusion, and environmental storytelling.
• Collaborating cross-discipline to align level layout with art phases and core interaction systems.

Level Designer - Freelance | UE5

Remote | 2025 - Present

FPS - Sci-Fi Action Level

• Designed and implemented first-person combat spaces with clear player flow, cover, and sightline control.
• Built full 3D blockouts from 2D layouts, focusing on readability, pacing, and encounter escalation.
• Designed combat encounters using AI placeholders (drones, robots) and multiple player approaches.
• Integrated light platforming and traversal to support combat rhythm and spatial progression.
• Iterated through playtesting, refining layout clarity, combat readability, and pacing.

Third-Person Exploration & Puzzle Level

• Designed traversal-driven exploration space with environmental puzzles and guided player routing.
• Created linear progression paths with forward momentum and minimal backtracking.
• Used composition, lighting, and landmarks for navigation (no UI reliance).
• Delivered complete greybox within production scope.

EDUCATION

- **Level Design Program | Unreal Engine 5**
  Game Design Skills | 2025

- **Architecture Degree**
  ETSAB - Universitat Politècnica de Catalunya | 2014

SKILLS

Unreal Engine 5 · Greyboxing/Blockout · Gameplay Flow · Traversal · Encounter Design · Player Guidance · Blueprint Basics

LANGUAGES

English (C2) Spanish (native) Catalan (native)

PREVIOUS BACKGROUND

Architecture & Operations Background | 2014–2024

Architecture background with strong focus on spatial reasoning and user flow, now applied to level design.