



LEVEL AND GAME DESIGNER

ENZO FERREIRA DE ALMEIDA

Looking for a 6 month internship in Level or Game Design starting June 2026
Open for relocation

Fifth-year student at Rubika Supinfogame. I am a 22-year-old, **Level and Game designer** passionate about crafting memorable, unique, and interactive levels and experiences across genres, from story-driven games to competitive FPS.

Portfolio

[FDA-Portfolio.com](https://fda-portfolio.com)

Linkedin

[Enzo Ferreira de Almeida](#)

E-mail

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SKILLS

- Level Design
- Game Design
- Gameplay programming / prototyping
- Documentation

SOFT SKILLS

- Lead and Management
- Team Work
- Creativity
- Logical
- Public speaking

SOFTWARES



Unity



Git / Github



Rider



Unreal



Machination



Office



Procreate



Notion



Miro

HOBBIES

- Automotive / Motorsport
- Lego
- Sport (Bodybuilding)

GAME GENRE INTEREST

- Action / Adventure
- Story driven games
- Competitive FPS
- Racing Games (Arcade and simulation)

PROJECTS

2026

OVERRIDE Competitive FPS - PC

Creative director - Level Designer - Game Designer

- Deliver a clear vision and ensure its consistency throughout production.
- Managed a team of 9.
- Level design research, concept development and documentation.
- Created a completely interactive map for the game.
- Created and iterated blockouts based on playtests feedbacks.
- Written concise feedbacks for the team based on their production.

2025

Out of Stock! Cooperative Party Game - PC Available on Steam!

Lead Level Designer - Game Designer

- Level design research, concept development and documentation.
- Set up all the game's metrics and created a Gym for testing.
- Managed a team of 2 Level designer / 2 level artist.
- Created and iterated blockouts based on playtests feedbacks.
- Contributed to overall Game design and concept development.

2024

Alcatraz A level inspired by The Last of Us Part II - PC

Level Designer - Mission designer - Programmer

- Research and analysis on the existing levels of The Last of Us Part II focusing on metrics, level specific requirements and their global narrative structure.
- Research on Alcatraz Island.
- Designed a mission fitting in the main plot.
- Created the blockout of the level in scale 1:1.
- Prototyped cutscenes to support the narration.

EDUCATION

2021 → 2026

Rubika, Supinfogame Game Design and Management


Master Game Design and Management


2019

Member of UN in Sardinia (2019)

Participated to an UN council and debate about "the right to education" and "cybercrime".

Languages

French (Native) 

English (Fluent) 

Portuguese (Learning) 