



FERREIRA DE ALMEIDA ENZO

Looking for a 4 month internship in Level or Game Design starting June 2025

Open for relocation

LEVEL AND GAME DESIGNER

Portfolio

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

Linkedin

[Enzo Ferreira de Almeida](#)

E-mail

e.ferreiradealmeida@rubika-edu.com

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

SKILLS

- Level Design
- Game Design
- Puzzle Design
- Documentation

SOFT SKILLS

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

SOFTWARES



Unity



Git / Github



Rider



Unreal



Machination



Office



Procreate



Notion



Miro

HOBBIES

- Sport (Bodybuilding)
- Reading comics
- New technologies

GAME GENRE INTEREST

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

STUDENT PROJECTS

PARKOUROMANCY

Fast FPV - Parkour 3D - PC

Lead Level Designer and Game Designer

- Level design research, concept development and documentation.
- Managed a team of 4 Level designer.
- Created and iterated blockouts based on playtests feedbacks.
- Written concise feedbacks for the levels created by the team.
- Contributed to overall Game design and concept development.

Alcatraz

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

Level Designer, Mission designer, and 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.

LASAGNA CODE

Puzzle Game- Mobile

Vision Owner, Lead Level Designer, and Game Designer

- Research and analysis of the existing mobile puzzle games.
- Designed the concept in collaboration with the design team.
- Managed a team of 3 Level designer.
- Designed and Blocked-out 21 puzzles in the game.
- Iterated Blockouts based on playtests feedbacks.

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) 