






# PABLO BENLLIURE

LEVEL DESIGNER

## CONTACT

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-  [@BenlliureDev](#)
-  [My Itch.io page](#)
-  [My portfolio page](#)

## RELEVANT SKILLS

- Game & Level Design
- Creative Writing
- Unreal Engine 4 & 5
- Blueprint Scripting
- Unity
- Construct 3
- Miroboard
- Trello
- Gimp & Photoshop
- Certified C2 level English
- Native level Spanish and Catalan/Valencian

## HOBBIES



## WORK EXPERIENCE



### Freelance Level Designer

May 2024 - Present

- Worked professionally as a Freelancer on several commercial projects.
- Jobs included design for a top-down dungeon crawler and a first person driving game.



### Web UX/UI Designer

LiftStoreSpain

October 2023 to May 2024

- Designed, developed and maintained up-to-date the webpage for their store, optimizing and streamlining it.



### Game & Level Designer

DarkMoth Games

September 2022 to July 2023 (1 year)

- One of 3 designers on INVICTA: The Next Queen
- In charge of Narrative, Mechanic and Level Design throughout the entire game
- Maintained constant communication with an interdisciplinary team of 17 people

## EDUCATION HISTORY



### Game Design

Institución: ESAT - Escuela Superior de Arte y Tecnología (Valencia)

Year of graduation: 2023

## CERTIFICATIONS



### Computer Games Development HND

Institución: Escuela Superior de Arte y Tecnología (Valencia)  
2023



### Certificate of Proficiency in English - C2

Institución: Cambridge University  
2019