

JULIANA ALONSO

Level Designer

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TARGET: CREATE IMMERSIVE EXPERIENCES

I want to create games that excite players. My objective is to be an advocate for the player and to centralize my design process around the player. I want to create player experiences that immerse them within the gameplay and world, utilizing historical references and real-life experiences to craft games that feel deeply engaging and developed.

PROJECTS

"The Last Branch" - GP3 Futuregames
(Level Designer)
Boden, Sweden

10/2024 - 11/2024

Worked in a 15-person team to develop a game in Unreal Engine 5 in 7 weeks. Designed immersive levels with a focus on environmental storytelling and platforming puzzles to navigate through a desecrated temple.

- Worked closely with narrative designers and artists to unfold a compelling narrative told through the environment.
- Focused on collaboration across disciplines to ensure seamless communication between team members.
- Designed a ruined temple with four sections that gradually introduced new mechanics to the player.
- Developed engaging platforming puzzles to enhance challenge and gameplay.
- Iterated upon playtesting to refine player guidance, improve platforming puzzles, and optimize engagement.

https://futuregames itch.io/the-last-branch

Village Ruins Blockout - Professional Upskill Project
Remote

01/2025 - 03/2025

Challenged myself to redesign the "Village Ruins" level from GP2 *Shattered Veil* based on jury feedback. Completed in 54 days through continuous iteration, feedback, and collaboration.

- Redesigned level to focus around core mechanics better to create a more cohesive and consistent experience.
- Received feedback from 8 level design peers and 2 level design mentors: Nathan Kellmen from Escape Velocity and Jordan McMorris from Apogee Entertainment.
- Developed blockout through 6 iterations and 5 playtest sessions.
- Practiced using Unreal Engine 5 in the context of 3D action adventure games with strong narrative and puzzle elements.

"Shattered Veil" - GP2 Futuregames
(Level Designer & Product Owner)
Boden, Sweden

01/2025 - 02/2025

Worked on a team of 20 people to develop a game in Unity 6 over the course of 4 weeks. Ensured project vision and scope while designing the introduction level introducing narrative and mechanics.

- Coordinated task assignments and responsibilities among team members, ensuring a clear and efficient workflow.
- Provided critical communication between roles, facilitating improved understanding and execution.
- Designed level and narrative beats to enhance gameplay flow and pacing.
- Developed "Village Ruins" blockout through 3 iterations in 2 weeks.
- Collaborated closely with system design to develop puzzle mechanics that integrated seamlessly with the game world.

https://futuregames itch.io/shattered-veil

EDUCATION

Game Design (Specialization)
Futuregames

09/2024 - Present
Boden, Sweden

High School Diploma
Freedom High School


09/2015 - 06/2019
Chantilly, United States

DESIGN & TECHNICAL SKILLS


Level Design and Block-out •
Design Documentation • Prototyping •
Conducting Playtests •
Iterative Design Process •
Player Centric Design Approach

Unity 5 & 6 • Unreal Engine 5 •
Visual Scripting • Miro • Jira • Maya • Blender •
Perforce • Github


INTERESTS

 **Narrative-driven RPGs**

Deeply interested in crafting immersive environments that unfold the world's narrative within the RPG genre.

 **Player Centric Design**

Committed to designing experiences that prioritize player engagement; ensuring mechanics, narrative, and interactions align with player needs and expectations.

 **Continuous Growth & Exploration**

Passionate about learning and embracing new experiences, always seeking to push boundaries, develop new skills, and expand my understanding of the industry.

TRAINING/COURSES

Game Design Skills - 3D Level Action-Adventure Bootcamp

12 week level design live intensive bootcamp focused on creating a deep 3D level blockout in UE5, simulating early to mid AAA production. Included professional mentorship, iterative design with playtesting, and industry-standard collaboration practices.

Mentorship with Prashant Trivedi

Under current mentorship with Prashant Trivedi from Massive Entertainment. Currently learning Advanced Level Design and understanding documentation and the developer pipeline.