

Brayan Soto

Level Designer



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brayanmakesgames.com

Skills

- Map Creation & Implementation
- Whitebox Prototyping
- Post Processing
- Blueprints
- Lighting Design

Tools

- Unreal Engine
- Unity
- Github
- Clickup
- Photoshop

Experience

Stardust Studios, *Reel Run*, Creative Director

Aug 2024 - Present

- Developed design documentation for systems, mechanics, and art pipelines
- Directed marketing materials and storefront pages to drive player engagement
- Managed an 11-person team, ensuring alignment with the project's creative vision
- Conducted playtesting sessions and iterated on designs to improve player experience
- Designed gameplay mechanics and created four maps, including whiteboxing and testing

Ghoul Studios, *Drop Dead*, Level Designer

Aug 2024 - Dec 2024

- Conducted QA testing, identifying and resolving bugs
- Designed five physics-based levels, including layouts and whiteboxing
- Created marketing materials like trailers and narration for storefront pages
- Designed interactable gameplay mechanics to enhance player engagement
- Implemented a secondary endless mode, reusing art assets for extended gameplay

Subterranean Studios, *Under Jugger Hollow*, Tech Designer

Mar 2024 - May 2024

- Designed unique gameplay mechanics tailored to each of three levels
- Directed voice-acted dialogue, aligning performances with narrative goals
- Produced a marketing trailer for the storefront page, driving player interest
- Created puzzles for each level, balancing challenge and player engagement
- Designed and implemented all UI elements, ensuring intuitive player interaction

Education

University Of Central Florida
Digital Media, Game Design Track

May 2025

