

Lautaro Gomez

Highly motivated Game Designer and Level Designer seeking a full-time job where I can demonstrate my creativity and knowledge to develop games of different genres. With a sharp eye for quality and four years of experience developing games I am proficient with Unity and Unreal 5.



Las Heras, Mendoza, Argentina
(+54) 9 2613464414
gomezlautaro17@gmail.com

Experiences

Lead Game Designer / Lead Level Designer — *Southwave Games*

April 2024 - Present day / Argentina

- Added new features that build up on the previous ones.
- Designed and documented new enemies, levels and puzzle elements.
- Designed and implemented narrative sections between puzzles.

Level Designer — *Whiteboard Games*

November 2023 - Present day / Argentina

- Created new interconnected levels.
- Gave life to environments by making them feel more lived in.
- Improved on previously designed levels.

Lead Game Designer / Lead Level Designer — *Startremining Games*

September 2023 - March 2024 / Argentina

- Managed a full development team.
- Designed and documented levels based on themes and puzzle mechanics to go along with it.
- Designed and documented boss fights.

Game Designer / Level Designer — *Cinnamon Matcha*

August 2021 - June 2023 / Argentina

- Designed and documented unique mechanics per level.
- Designed and documented environments and assembled them to form a full level.
- Adjusted levels based on feedback.

Skills

Unity

Unreal Engine 5

Github

Level design

Game design

Microsoft Office and Google Docs/Sheets

Miro

Communication

Creative thinking

Problem-solving

Languages

Spanish - Native

English - C1 (certified)

Education

Universidad de Mendoza, Mendoza, Argentina — Associate's *degree in Video Game programming.*

March 2021- Present

Departamento de Aplicación Docente (D.A.D.), Mendoza, Argentina — *High School diploma specialized in languages*

2012 - 2016

Projects

Catwave95 — *Lead Game Designer / Lead Level Designer*

Single player music puzzle game currently in development at Southwave Games. TBA.

https://store.steampowered.com/app/2198540/CATWAVE95/?curator_clanid=4777282

Tempus Vitae — *Level Designer*

Game currently being developed by Whiteboard Games. TBA.

Master of Earth — *Lead Game Designer / Lead Level Designer*

Single player puzzle game currently in development at Startreming Games. TBA.

https://store.steampowered.com/app/954310/Master_Of_Earth/?l=latam

Goodbye Dr. Sanchez — *Game Designer / Level Designer*

Coop horror game developed while working at Cinnamon Matcha. Published on Steam.

https://store.steampowered.com/app/1456000/Goodbye_Dr_Sanchez/

Resting Place — *Solo Developer*

Short horror game created to put my knowledge to the test as well as getting to know the Unity Engine better. Uploaded to itch.io in 2022.

<https://willson1747.itch.io/resting-place>