

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 many years of experience developing games I am proficient with Unity and Unreal 5.



Las Heras, Mendoza, Argentina
gomezlautaro17@gmail.com

Skills

- Unity
- Unreal Engine 5
- Github
- Microsoft Office, Google Docs & Sheets, Miro, Notion
- Communication
- Creative thinking
- Problem-solving
- Slack
- Jira

Languages

Spanish – Native
English – C1 (certified)

Experiences

Level Designer — *Whiteboard Games*

November 2023 - June 2025 / Argentina

- Created new interconnected levels.
- Gave life to environments by decorating them.
- Created in depth environmental storytelling set pieces.
- Designed and assembled engaging combat encounters.

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

First period

September 2023 - March 2024 / Argentina

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

Second period

September 2024 - Present / Argentina

- Designed and documented a wide variety of game mechanics.
- Designed and documented side content and game encounters.

- Designed realistic and detailed levels based on real places.

Game Designer — *Finfin Play*

January 2025 - May 2025 / Argentina

- Documented new systems and game mechanics.
- Adjusted previously created systems and mechanics to align with the current vision of the project.
- Balanced in game items.

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

April 2024 - August 2024 / Argentina

- Designed and documented new enemies, levels and puzzle elements.
- Designed and implemented narrative sections.
- Created and implemented new and engaging levels.

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 create a full level.
- Adjusted levels based on feedback.

Education

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

March 2021 - November 2024

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

2012 - 2016

Projects

Fashion League — *Game Designer*

Free to play mobile game currently in development at Finfin Play.

https://play.google.com/store/apps/details?id=com.finfinplay.fashionleague&hl=es_AR

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 at Whiteboard Games. TBA.

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

Single player puzzle game developed 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>