



# NIGEL COUTINHO

Level Designer | World Builder

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## SKILLS

- White box | Grey box
- BSP Block out
- 3D Modeling
- Unwrapping | Texturing
- World Building
- Scene Composition
- Landscape | Terrain Editing
- Scripting | Visual Scripting
- Environment Storytelling
- Single | Multiplayer Design
- Design Documentation
- Cinematics | Matinee/Level Sequences
- UE4 Material Editing
- Quality Assurance
- Rapid Prototyping
- Level Lighting
- Quest Design
- Animations
- Agile | Scrum

## LEVEL EDITORS

- Chrome 6 (Dying Light)
- Radiant
- Unreal Engine 4
- Hammer Editor
- Creation Kit
- Unity 3D
- Galaxy Map Editor
- Source
- CryEngine | Lumberyard

## SOFTWARE

- MS Office Word | Excel | PowerPoint
- Adobe Photoshop | Illustrator
- Adobe Premier Pro
- Autodesk 3DS Max | Maya
- Crazy Bump | xNormals
- Substance Painter
- Quixel Suite
- Audacity
- Perforce
- Wwise
- Jira

## SCRIPTING LANGUAGES

- UE4 Blueprints
- Chrome 6 (Dying Light)
- Papyrus (Creation Kit)
- Hammer I/O
- LUA
- C#

## EXPERIENCE

**CALL OF DUTY: BLACK OPS COLD WAR |** Treyarch Radiant Editor | 2019 - Present  
*Level Designer - Multiplayer*

- Design point on **The Pines** responsible for designing and blocking out battle spaces with good flow
- Designed, detailed, and polished multiple areas in 8 maps in collaboration with Art Direction and Game Design
- Point design closer on **Diesel** in charge of the map close including minor design updates, detailing and clipping
- Collaborated with other disciplines to create levels that are fun, look great, and run well for the players
- Created one sheet 2D designs during initial map idea generation phase for production

**7 DAYS TO DIE |** The Fun Pimps Custom Mod Tool (Unity 5) | 2019  
*Level Designer - Single Player*

- Built new level POIs using **Voxel-based** architecture from design concept to polish stage
- Amended existing designs focusing on gameplay restructuring, enhancing exploration, and aesthetics
- Iterated design and flow based on players and the Senior Level Designers play-test feedbacks

**INTERACTIVE VR |** Grove Jones Unity 5 | Unreal Engine 4 | 2018 - 2019  
*Level Designer - Single Player*

- Designed layouts and build levels from concept to polish on 3 Interactive **VR** projects
- Created custom particle & audio FX and integrated them into the projects
- Cross-discipline communication regarding UI Design, Gameplay, Mechanics and Art Creation
- Responsible for custom collision design and optimizations

## PROJECTS

**Re:Bound |** SMU Guildhall Unreal Engine 4 | 2018  
*Level Designer - Single Player*

- Built three levels using mod-kits and integrated them into the central hub world
- Collaborated with other designers to create multiple puzzles and game-play features
- Animated objects and cameras using Matinee/Level seq., evoking engaging environments to life
- Worked with the lead artist to perform aesthetic passes on all levels and maintain the art style
- Actively participated in the QA pipeline via playtesting and bug resolutions

**DEAD VALLEY |** Thesis - Solo Chrome Engine 6 (Dying Light) | 2017 - 2018  
*Level Designer - Single Player*

- Designed a small open-world map using different types of **landmarks** to navigate players
- Used sightline enhancers to direct the player towards their objective
- Documented research and progress through weekly milestones from concept to polish
- Iterated design of the level and gameplay based on feedback from weekly QA playtest sessions

**THE LAST SPIRIT PRISON |** Solo Creation Kit | 2017  
*Level Designer - Single Player*

- Assembled a level using mod-kits and props into the *Skyrim* world
- Worked on polishing the aesthetics and game-play of the interior dungeon and exterior island
- Designed the quests with custom weapons as rewards to help with level progression
- Scripted a **two-phase mini-boss fight**
- Scripted AI spawn sequences with added visual juice effects and game-play puzzle elements

**Hyperion Battleship |** Solo Unreal Tournament 4 | 2016  
*Level Designer - Multiplayer*

- Drafted a 5v5 player CTF map on paper and further developed it from concept to polish
- Modeled and textured 75% of assets which included props and Mod-kits for building the level
- Scripted an elevator system at the center of the level to enhance game-play engagement
- Worked on Lighting, material editing, and animations for level dynamics, aesthetics and juice

## EDUCATION

**THE GUILDHALL AT SMU |** Texas - United States of America

- Masters in Interactive Technology for Level Design
- Thesis: Directing Players Across a Small Open World Using Good Landmark.

**ICAT DESIGN AND MEDIA COLLEGE |** Bangalore - India

- Bachelors of Arts (Hons.) in Digital Media for Game Design