



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 5
- 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
- Jira

SCRIPTING LANGUAGES

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

EXPERIENCE

CONCORD | Firewalk Studios

Unreal Engine 5 | 2022 - 2024

Level Designer - Multiplayer

- Worked on multiple PVP arena-styled maps for unique game modes from concept to polish
- Actively engaged in playtests and adapted to feedback received to enhance the map's playability and fun
- Practiced good map clip techniques to maintain AAA quality standards and expectations for player collisions
- Setup map specific game modes, capture zones, spawn points and respawn system

CALL OF DUTY: BLACK OPS 6, AND COLD WAR | Treyarch

Radiant Editor | 2019 - 2022

Level Designer - Multiplayer

- Executed and designed a range of design initiatives for Black Ops 6, Coldwar, and Warzone
- Design point on **The Pines** responsible for designing and blocking out battle spaces with good flow and engagements
- Designed, detailed, and polished multiple areas in 8 maps in collaboration with other disciplines
- Point design closer on **Diesel** in charge of the map close including minor design updates, detailing and clipping
- Created one sheet 2D designs during the initial map idea generation phase for production

7 Days to Die | The Fun Pimps

Unity 5 (proprietary) | 2019

World Builder - Single Player, Multiplayer, Open World

- Built new level Points of Interest (POIs) using Voxel-based architecture, from concept to polish
- Upgraded existing POIs to meet new standards, improving gameplay, exploration, and aesthetics
- Designed layouts to enhance gameplay flow, exploration, lighting, and implemented enemy & loot placements
- Iterated designs based on player and Senior Level Designer feedback

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 toward 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

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