



# 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
- Game/Level Design Documentation
- Cinematics | Matinee/Level Sequences
- UE4 Material Editing
- Quality Assurance
- Rapid Prototyping
- Level Lighting
- Quest Design
- Animations
- Scrum

## ENGINES | LEVEL EDITORS

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

## SOFTWARE

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

## SCRIPTING LANGUAGES

- UE4 Blueprints | UE3 Kismet
- Chrome 6 (Dying Light)
- Papyrus (Creation Kit)
- Hammer I/O
- LUA
- C#

## EDUCATION

### The Guildhall at SMU | Texas - USA

- Masters in Interactive Technology for Level Design
- **Thesis:** Directing Players Across a Small Open World Using Good Sightlines and Landmarks

### ICAT Design and Media College | Bangalore - India

- Bachelors of Arts in Digital Media for Game Design

## TEAM PROJECTS

### *Re:Bound* | Level Designer

Unreal Engine 4 | 17 Developers | 24 Weeks

- Shaped 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

### *Auxilium* | Level Designer

Unreal Engine 4 | 50 Developers | 16 Weeks

- Responsible for designing and developing the *Cargo Hangar* core level layout
- Assisted other level designers to improve and balance the fun game-play experience
- Produced materials and constructed blueprints to control conveyance of dynamic level events
- Modeled proxy 3D assets for hero pieces and level specific props with detailed measurements

### *Potion Motion* | Level Designer

Unity 3D | 5 Developers | 24 Weeks

- Paper Designed Three levels and further developed final levels digitally using *Photoshop*
- Forged game sound FX and music using *Audacity*
- Designed the in-game Menu system
- Assisted the Game designer with the overall game puzzle design and flow for all the levels

## INDIVIDUAL WORK

### *The Last Spirit Prison* | *The Elder Scrolls V: Skyrim*

Level Designer | Creation Kit | 4 Weeks

- Assembled a level using mod-kits and props, further integrating it 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 level progression
- Scripted a two-phase mini-boss fight to spawn additional on the second phase
- Scripted AI spawn sequences with added visual juice effects and game-play puzzle elements

### *Fallen Haven* | *Half-Life 2: Episode 2*

Level Designer | Hammer Editor | 4 Weeks

- Developed a level using only BSPs and assets available in the engine
- Visually scripted custom hack-able turrets for the level
- Implemented a boss fight encounter weak against turrets
- Maintained the level design document with updated changes and game-play walkthroughs

### *Hyperion Battleship* | *Capture the Flag (PvP)*

Level Designer | Unreal Tournament 4 | 4 Weeks

- Drafted a 5v5 player map on paper and further developed it digitally with a complete legend
- Outlined and maintained a level design document throughout the projects development phase
- Modeled and textured 75% of required assets as per the design which included props and Mod-kits for building out the level
- Created scripted sequences to evoke a dynamic level environment with motion and effects
- 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