

Hi,

My name is Guilherme Martins, and I am a Level Designer focused on building spaces that players do not just pass through, but learn, read, and remember. My work sits at the intersection of gameplay, narrative, and spatial composition, always aiming to create environments where mechanics and storytelling reinforce each other naturally.

I come from a background that mixes game design and history, which shaped how I think about worlds. I do not see levels as isolated gameplay arenas. I see them as places with intention, rhythm, and meaning. Whether I am working on open-world content, encounter design, or traversal spaces, my goal is to guide the player through experience rather than instruction.

Professionally, I have worked across different production contexts, from teaching and mentoring future developers to designing and iterating on open-world environments, missions, and encounters in studio settings. I have been deeply involved in blockouts, pacing, readability, and environmental storytelling, always collaborating closely with art, design, and production to make sure the space serves both gameplay and vision.

I am comfortable working inside Unreal and Unity pipelines, using modular workflows, prototyping fast, and iterating based on playtests and team feedback. I care a lot about clarity, player flow, and risk-reward design, especially in spaces where exploration and tension coexist.

Over the years, I have also taken on leadership and mentorship roles, which shaped how I communicate and collaborate. I enjoy discussing ideas early, testing assumptions, and refining them with the team. Good level design rarely comes from a single perspective. It emerges from iteration and shared intent.

What motivates me most is building spaces that feel alive. Places where players pause, observe, and make decisions. Spaces that support systems, narrative, and emotion at the same time. That is the kind of work I am always chasing.

I would love the opportunity to contribute to your team and help craft worlds that players can truly inhabit.

Thank you for your time and consideration.

Best regards,

Guilherme Martins  
Level and World Designer  
Portfolio available on LinkedIn, ArtStation, and YouTube