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About Me

Game Designer specializing in Level Design and Open World Design, combining a background in History with a strong focus on storytelling, player experience, and spatial design. My work centers on creating immersive, readable environments where gameplay, narrative, and visual composition reinforce one another.

Contact

 +55 62 98312-6010

 guifamar87@gmail.com

 Goiania , Brazil

Education

CGMA

Level Design for Games
2018

CalArts

Game Design: Art & Concepts
2016

UFG

History
2008–2012

Language

English (Fluent)

Portuguese (Native)

Spanish (Intermediate)

GUILHERME MARTINS

Level Designer / World Designer



Professional Experience

SENIOR LEVEL DESIGNER / OPEN WORLD DESIGNER - HIGHSTREET

(Feb 2022 - Sep 2025)

- Design, prototype, iteration, and polish open-world environments, including level geometry, missions, world events, enemy encounters, and other gameplay elements.
- Craft a unique Spatial Design where gameplay flow and visual composition work together.
- Design PVE and PVP experiences.

ACADEMIC COORDINATOR / GAME DESIGN INSTRUCTOR - SAGA SCHOOL OF ART

(Feb 2018 - Dec 2020)

- End-to-end game development experience, with hands-on practice teaching and executing full production pipelines.
- Strong production awareness, identifying risks, inefficiencies, and opportunities beyond standard workflows.

LEVEL GAME DESIGNER - MENS SANA INTERACTIVE

(Oct 2016 - Jan 2018)

- Advise founders on defining core IP pillars and long-term project direction for a new game studio.
- Design, Implementation, Balancing, Iteration, and System/Content Ownership for the game core idea.

FOUNDER - 1% GAMES STUDIO

(Sep 2016 -)

LEVEL DESIGNER - NUARE STUDIO

(Mar 2011 - Aug 2016)

- Level design foundation applying core principles of player flow, combat readability, pacing, and spatial storytelling.
- Design and iteration spaces with clear sightlines, encounter framing, risk-reward traversal, and support for both combat and exploration loops. PVE and PVP experiences.



Skills

- Design: Spatial Design, Level Design, World Design, Content Design, Blockout, Pacing, Urban Design, Film Production Design, Environmental Storytelling, Iterative Design, Quest and Encounter Design.
- Tools: Maya, Unreal, Unity, Source, Notion, ZBrush, Canvas, Illustrator, Photoshop, and Excel.
- Problem-solving, Leadership, Mentoring, Clear Communication, Teamwork, Cross-Department Collaboration, Time Management, Analytical Thinking.