



[Portfolio](#)  [LinkedIn](#) 

## 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.