

GUILHERME MARTINS

[Tech Level Designer](#) · [Hotspot Designer](#) · [Level & World Scripting](#) · [Environmental Storytelling](#)

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Hey there,

I'm a Technical Level Designer with experience in Hotspot Design, Level & World Scripting, and Environmental Storytelling, passionate about creating spaces where gameplay, narrative, and player agency work together to deliver memorable experiences.

Throughout my career, I've contributed across the full level design pipeline from blockouts and spatial planning to encounter setup, quest implementation, and scripting-driven gameplay content. I enjoy turning design intentions into playable experiences, ensuring that environments are not only immersive and visually readable, but also technically sound and aligned with production goals.

One of my greatest strengths is operating at the intersection of design and implementation. I enjoy collaborating closely with artists, engineers, and fellow designers to solve problems, improve workflows, and iterate quickly. Whether building handcrafted moments or systemic experiences, I focus on creating content that feels intentional, supports player expression, and serves the broader vision of the project.

My academic background in History has also shaped my approach to worldbuilding and environmental storytelling. It has given me a strong appreciation for context, human behavior, and the subtle ways spaces can communicate meaning without relying solely on exposition.

I thrive in multidisciplinary environments that value ownership, clear communication, and creative collaboration. I'm excited by opportunities to contribute to ambitious projects, learn from talented teams, and help shape compelling player journeys from concept through implementation.

Thank you for your time and consideration. I would welcome the opportunity to discuss how my experience and approach to Technical Level Design could contribute to your team's goals.

Best regards,

Guilherme Martins

Portfolio: www.quifamar.com