



GUSTAVO BARRIOS

GAME DESIGN, TECHNICAL DESIGN AND LEVEL DESIGN

Hello, I'm Gustavo Barrios, a game developer specializing in game design, level design and technical design.

I have more than 3 years of experience developing games on the "Unity" engine, designing games of different genres.

CONTACT

- Mendoza, Argentina
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- [Gustavo Barrios Barrera](#)
- [Portfolio](#)

EXPERIENCE 2022 - PRESENT

Game Desing and Level Designer.

Octeto Studios (Santiago, Chile)

August 2022 - March 2026

- Level design in various projects.
- Design and set dressing of scenarios.
- Technical design, content deployment and configuration.
- General balance of statistics and reward in video games.

Game Design and development.

DeadlyCrow Games (Santiago, Chile)

September 2023 - November 2023

- Design and development of mechanics in Unity (C#).
- Porting a project from Unity to Unreal Engine.

Level Designer and Technical designer.

TyrantTeam7 (Santiago, Chile)

April 2023- January 2025

- Level design and technical design for scenarios.

TITLES AND PROJECTS INVOLVED

Sky Oceans: Wings for Hire

August 2022 - October 2024

- Design and set dressing of scenarios.
- Content deployment and technical configuration.
- General balance of statistics and reward in the game.

Tiles in Time

April 2023 - January 2025

- Level Design.
- Scene programming.

Kito

August 2022 - Ferburary 2023

- Gameplay design.
- Level Design
- Content deployment and technical configuration.
- Mechanical programming.

EDUCATION

Higher Education in Video Game Design career.

| 2019 - 2022 |

Instituto Profesional Arcos.

Full Stack Java programming course.

| 2022 Course |

ICAP.

LANGUAGES

Spanish- Native language

English - Intermediate level

DEV TOOLS

Unity Unreal Engine Blueprints

Blender Aseprite Photoshop

Adobe Premiere C#