

Luis Jaimes-Villafuerte

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Summary:

Dedicated and creative level designer with experience in layout and implementation of puzzles and open spaces. Skilled with using Unity to create engaging player experiences in a variety of genres. Comfortable with scripting and working well with art and design teams to bring life to games keeping a lasting impression on the player.

Software skills:

Unity 3D	C#
Adobe Creative Suite	Unreal Script / Blueprints

Level design skills:

Prototyping and iteration	Scripting
Understanding of architecture	Puzzle design
Cross-discipline collaboration	3D art skills (Maya, Blender)

Game experience:

Lead level designer for Unity mobile capstone project, Austin Community College	2024 - 2025
Worked with art and design teams to iterate coherent player experience	
Efficient levels pipeline contributed to meeting deadline	
Created canvas UI's implementing animations and coding for button pressing and certain canvases to stick out and be user friendly to the player.	

Employment:

Clerk, Lowes; Bastrop TX	2018 - 2020
Was all around flexible and was molded into what had to be done	
Increased credit card applications by 60%	

Sales Representative, T Mobile ; Bastrop TX	2023 - Present
Was #2 worldwide for sales	
Diagnosed phones, helped customers solve any tech issues and sell new phones on a daily basis while also opening new accounts every day.	
Won a Plaque being a top 1% seller	

Education:

Austin Community College Associate of Applied Science, Game Design	2022 - 2025
Unity Certified Associate	2024

Organizations:

IGDA	2023 - Present
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