

# Mateo Mancera Camacho

Lead Level Designer

+57 319 396 3095 · mateo.m.camacho@hotmail.es · mateomancera.com · linkedin.com/in/mateo-mancera-camacho

## WORK EXPERIENCE

### Lead Level Designer

Jun 2022 – Present

C2 Game Studio · Medellín, Colombia (Remote)

- Led design and implementation of 20 levels for Astor: Blade of the Monolith (published May 2024, Versus Evil / tinyBuild) — a fast-paced Action-RPG for PC, PS5, Xbox Series X|S, and Nintendo Switch. Responsible for spatial layout, encounter design, pacing, environmental puzzles, and environmental storytelling across the full game.
- Serving as C2's Lead Level Designer on Crimson Moon, a gothic souls-inspired action-adventure RPG co-developed with ProbablyMonsters (currently in development). Supporting ProbablyMonsters' lead designer on level design tasks — spatial problem-solving, area design contributions, and cross-discipline collaboration across combat, narrative, and systems design.
- Established and documented level design standards and workflows for C2's level design team across both projects.
- Mentored junior and mid-level designers, providing creative and technical guidance on spatial composition, player flow, and Blueprint scripting.

### In-house Unity Developer

Jan 2021 – May 2022

CloudLabs · Bogotá, Colombia (Remote)

- Maintained and updated a library of over 375 educational 3D and 2D simulations covering STEM subjects for schools worldwide.

### Unity Developer (Contractor)

Sep 2019 – Jan 2021

Toro-Labs · Bogotá, Colombia (Remote)

- Developed 7 educational simulators from scratch for CloudLabs, each with distinct gameplay mechanics.

### Game Programmer

Nov 2018 – Jan 2019

Grupo Xpresion · Quito, Ecuador (Remote)

- Developed the educational videogame Shayana for Ecuador's Ministry of Education, coding 5+ levels each with unique gameplay mechanics.

## EDUCATION

### Level Design Blockout Bootcamp — Action Adventure Edition

Jan 2025 – Jun 2025

Game Design Skills · Online

12-week intensive bootcamp taught by industry practitioners (Nathan Kellman, Jordan McMorris, Michael Madden). Curriculum: pre-production processes, research & ideation, beat sheets, 2D map design, blockout prototyping, playtesting & iteration, narrative storytelling, enemy & event design, gameplay scripting, lighting.

### Master's Degree, Game Design

Oct 2021 – Jul 2022

Universidad Internacional de la Rioja (UNIR) · La Rioja, Spain (Remote)

GPA: 4.50 / 5.00 · Courses: Game Design, Level Design, Game Direction, Game Programming, Game Production

### Bachelor of Arts, Interaction Design

Aug 2015 – Aug 2019

Universidad de Bogotá Jorge Tadeo Lozano · Bogotá, Colombia

GPA: 4.50 / 5.00 · Courses: Narrative, Game Design, Interaction Design, UI/UX, Sound Design, Coding, 3D Modeling

## SKILLS

### Level Design

Spatial layout & composition, encounter design, pacing, player flow, environmental storytelling, non-linear & mission-based design, blockout, iteration & playtesting

### Engines & Tools

Unreal Engine 5 (Blueprints, Sequencer, PCG), Unity, JIRA, Perforce

### Technical

Unreal Blueprints (gameplay scripting, triggers, mission logic), C#, basic 3D modeling (Blender, Maya)

### Other

Team leadership, cross-discipline collaboration, design documentation, bilingual (Spanish / English)