



GAMEPLAY SYSTEMS
LEVELS & INTERACTIVE
EXPERIENCES

01 CONTACT

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02 SKILLS

🎮 GAME DESIGN

- ◆ Systems Design
- ◆ Player experience & progression
- ◆ Level Design
- ◆ Prototyping & Iteration
- ◆ Interaction Design

🔧 TOOLS & TECHNICAL

- ◆ Unity (C#)
- ◆ Unreal Engine
- ◆ PlayCanvas
- ◆ Git/Github
- ◆ Jira

03 LANGUAGES

Dutch	Professional
English	Professional
Spanish	Native
Papiamentu	Native
French	Intermediate

MELINA MARTINEZ

GAME DESIGNER

— GAMEPLAY SYSTEMS, LEVELS & INTERACTIVE EXPERIENCES

Game Designer with 2+ years of professional experience and 4+ years designing gameplay systems, levels, task flows, and interactive experiences in Unity and Unreal Engine. Strong in systems thinking, rapid prototyping, player guidance, UI/UX, and translating complex real-world processes into clear playable interactions.

EXPLORE MY WORK

GAME DESIGN PORTFOLIO ➔

🔗 melinamartinez.com/game-design

GAMEPLAY SYSTEMS / LEVEL DESIGN
RAPID PROTOTYPING / UI/UX
MECHANICS / MORE

04 PROFESSIONAL EXPERIENCE

📍 Game Designer

2024 – Present

Metaverse Solutions

- Designed gameplay systems, task flows, interaction logic, onboarding, UI/UX, and player guidance for Unity training simulations.
- Shipped four simulations across healthcare, ICT, hospitality, and technical sectors, taking features from concept and prototype through review and release.
- Worked directly with stakeholders and developers to turn vocational requirements into intuitive, reusable gameplay patterns.
- Led design documentation, sprint planning, playtesting, iteration, and cross-functional coordination within a small multidisciplinary team.

📍 Content Design Intern | Interactive Experiences

2023 – 2024

SAP Experience Center

- Designed gamified learning interactions and reusable AR workshop experiences in PlayCanvas.
- Prototyped and refined interactions with multidisciplinary teams, balancing learning goals with engagement and usability.

05 SELECTED GAME DESIGN PROJECTS

📍 AI Companion System | System Design

2023 – 2024

Unreal Engine | PC

- Designed a player-directed companion system with Follow, Wait, Distract, and Attack behaviours.
- Defined companion states and player commands to support exploration, combat, and puzzle interactions.

📍 The Archipelago Promise | Level Designer

2022 – 2023

Unreal Engine | PC

- Designed and refined the final island cave system, supporting exploration and player progression.
- Created level block-outs and contributed to narrative-driven gameplay experiences.

📍 DM-SPACEMALL / VANA | Level Designer

2021 – 2022

Unreal Engine | PC

- Built combat and puzzle-focused level layouts, iterating through blockouts, playtesting, difficulty balancing, and environmental storytelling.

06 EDUCATION

📍 Breda University of Applied Sciences

2020 – 2024

Creative Media and Game Technologies

Bachelor's degree focused on game design, production, and interactive media, with a specialization in game design, gameplay mechanics, and intuitive player experiences.