

# Lisa M. Ortiz

Level Designer

[www.lisamortiz.com](http://www.lisamortiz.com)  
[lmortiz18@gmail.com](mailto:lmortiz18@gmail.com)

---

## Related Skills

### Editor/Engines

Unreal Engine 4  
Unity 4  
CryEngine 3  
Creation Kit  
Source/Hammer

### Software

3Ds Max  
Maya  
Adobe Photoshop  
Adobe Premier  
Perforce

### Scripting Languages

C#  
Blueprint  
Flowgraph

## Team Game Experience

***The A.L.E.X Protocol (Unreal Engine 4)*** – 17 developers – Level/Lighting Designer 5 months, 2016

- Design an isometric level with reusable combat arenas on paper and then in Unreal Engine 4
- Create an underground environment that fits the intended dark, underground, oppressive space
- Implement a lighting scheme that compliments player progression and augments the dramatic art

***Pandamonium (Unreal Engine 4)*** – 8 developers – Level Designer 4 months, 2015

- Designed vanilla and variant capture-the-flag maps in Unreal Engine 4
- Participated in weekly design meetings to create a nonviolent 1<sup>st</sup> Person Shooter
- Created 3D models and textures using 3ds Max for environment structures and clutter
- Implemented a semi-realistic lighting scheme with an emphasis on environment props providing light

***Mansion Raid (Unity 4)*** – 3 developers – Artist/Level Designer 8 weeks, 2015

- Drafted and illustrated various marketing materials
- Created all user interface and environment art as well as animated 2D characters using Photoshop
- Designed a level based around movement puzzle mechanics

## Individual Work

***The Loft (Unreal Engine 4)*** 8 weeks, 2015

- Researched techniques for realistic daytime and nighttime lighting
- Used post-process volumes to create two contrasting moods while balancing various parameters
- Implemented IES profiles, a dynamic light volume, and optimized shadows

***Master's Thesis (Unreal Engine 4)*** 6 months, 2016

- Researched the Horror Genre in games and films and the psychology of players within the genre
- Devised and built a small Horror themed level to showcase optimal use of horror elements in a game

## Education

- 
- SMU Guildhall December 2016  
*Master of Interactive Technology in Digital Game Development, Level Design*
  - University of New Mexico December 2013  
*Bachelor of Creative Media, Major: Animation and Visual Effects*