

LEVEL DESIGNER

Austin Fernandez

EXPERIENCE

Studio Kismet

Level Designer | October 2025 - Present

- Designed levels for Everent, an open zone speed-platformer with physics-based hoverboard movement.
- Part of a team of four level designers.
- Created the Skyscraper Graveyard section of the world map, from concept to an LDD and then a finished blockout.
- Established world partition, data layers, and HLODs for the project, improving performance and facilitating collaboration between LDs.
- Attended and helped run external playtests with up to 30 participants at a time, spearheading blockout iteration and critical pathing accordingly.

UCF Gamelab | Lockheed Martin

Designer | January 2026 - May 2026

- Designed the flow for an interactive art exhibit built with Unreal 5 and Touch Designer.
- Built camera systems for the 3D menu scene, and made revisions to fix several camera-related bugs.
- Iterated on team feedback and critiques from Lockheed.

SKILLS

Level Blockouts

- Mastery over Unreal 5's modeling toolkit for blockmesh
- Experience creating levels across genres, FPS and Souls-like especially.

Blueprinting

- Designed systems to support level blockouts.
- Created an FPS gameplay pack from scratch, including player movement, weapons systems, and enemy AI.



CONTACT

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[Portfolio Website](#)

[Linkedin](#)



EDUCATION

University of Central Florida

M.S. in Interactive Entertainment (pending)

2025 - 2026

University of Florida

B.A. in Digital Arts and Sciences

2020 - 2024



PROGRAMS

- Unreal Engine
- Unity
- Perforce
- Jira
- Figma
- Adobe Photoshop
- Adobe Premiere Pro