

Austin Fernandez

TECHNICAL LEVEL DESIGNER

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EXPERIENCE

Studio Kismet

Level Designer | October 2025 - Present

- Designed gameplay spaces for *Everent*, an open-zone speed platformer built in Unreal Engine 5, taking levels from concept and design documentation through fully playable blockouts.
- Owned the design and implementation of the Skyscraper Graveyard region, balancing traversal, exploration, and player progression.
- Collaborated closely with fellow designers to establish world-building standards using World Partition, Data Layers, and HLODs, improving performance and enabling efficient team workflows.
- Organized and participated in external playtests with up to 30 participants, analyzing player behavior and rapidly iterating on layouts and critical path readability.

SOLO PROJECTS

Blackflame Temple

- Designed and blocked out an original level inspired by Elden Ring, emphasizing environmental storytelling and interconnected level progression.
- Created gameplay spaces that balanced combat encounters, traversal, and player guidance through architectural composition and landmarking.
- Created top-down maps and a Level Design Document (LDD) for the project.
- Iterated on level layouts to improve pacing, sightlines, and player readability.

Doom Eternal Gameplay System

- Prototyped an FPS gameplay system for a Doom Eternal level, including player movement, weapons systems, and enemy AI.
- Utilized Behavior Trees and AI Controllers to create smart enemy AI systems.
- Developed unique weapons with their own mechanical identity in the style of Doom Eternal.



SKILLS

- Blockouts
- Blueprints
- World Partition
- Kitbashing
- 3D Modeling
- Combat Design
- Prototyping
- Documentation



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



TOOLS

- Unreal Engine 5
- Blueprints
- Perforce
- Jira
- Figma
- Unity