Jacob R. Acevedo

Game & Level Designer

jacobracevedo@gmail.com
407 - 848 - 4523
https://www.jacob-acevedo.com

Game & Level Designer with experience in layout and narrative-driven environment design. Passionate about the unique emotional impact of games. Proven track record of enhancing player engagement through immersive, system-driven gameplay spaces.

SKILLS & TOOLS

Skills: Layout Design, Greyboxing, Scripting, Lighting, Encounter Design, System Design

Tools: Unity, Unreal Engine, Blueprints, Verse, C#

EXPERIENCE

Brick Brianic! | Solo Developer *Aug 2026*

- Over a two week span, designed replayable multiplayer gameplay loop within LEGO brand guidelines.
- Continuously collected player feedback, iterating on pacing and design.
- Utilized VERSE scripting to create gameplay, ensuring future design flexibility.
- Researched LEGO and real-world references for cohesive aesthetic.
- Populated gameplay environment entirely through UEFN's LEGO brick editor tool.

Disrupt | Solo Developer *Mar 2026 - Jun 2026*

- Developed AI navigation, objective tracking, and player traversal through UE blueprints.
- Authored comprehensive level design documentation, including mechanic descriptions, aesthetic reference, and 2D maps.
- Iterated on level layouts through Unreal Engine's 3D block-out tools, reinforcing flow spanning a three minute critical path.
- Composed and populated gameplay space with thematic props, reinforcing environmental storytelling.
- Leveraged Unreal's real-time lighting system and atmosphere to create mood and guide player behavior.

Arena Productions | VERGE | Level Designer *Mar 2026 - May 2026*

- Developed and mapped arena layout, ensuring clear expression of VERGE's movement mechanics.
- Conducted greyboxed playtests, adjusted level layout to improve sightline and circulation.
- Collaborated with environmental artists to maintain the desired aesthetic.
- Applied Unreal Engine's real-time lighting to convey a dystopian cyberpunk environment.
- Scripted grappling, flying enemies, spawn system, and defeat UI through Unreal Engine blueprints.

EDUCATION

University of Central Florida | BA, Game and Interactive Media Design *May 2027*