

Jacob R. Acevedo

Game & Level Designer

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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: Unity, Unreal Engine, Ink, 3D Modeling (Blender/Maya), Verse

Design: Level Design, System Design, Technical Documentation, Prototyping and Iteration

EXPERIENCE

Sole Developer | Disrupt | March 2026 - June 2026

- Conceptualized gameplay elements through text-based ideation, facilitating informed layout design.
- Scripted and implemented gameplay logic through UE blueprints, integrating AI navigation, objective tracking, and player navigation.
- Authored comprehensive design documentation, including mechanic descriptions, aesthetic reference, and progression maps.
- Created and iterated on level layouts utilizing Unreal Engine's 3D block-out tools, enhancing player flow and accessibility.
- Polished and populated gameplay spaces, enhancing immersion through lighting and environmental storytelling.

Arena Productions | VERGE | March 2026 - May 2026

Game & Level Designer

- Researched and created high-level pitch documentation, creating a team-wide reference for narrative and gameplay design goals.
- Spearheaded playspace design; ensured expression of core mechanics through planning, playtesting, and polishing the level from 3D block-out to final product.
- Scripted multiple gameplay systems through UE blueprints, effectively halving the workload on programmers and ensuring the project met deadlines.

Sole Developer | Brick Brianic! | August 2026

- Conceptualized and designed core gameplay loop with LEGO brand guidelines in mind, ensuring alignment with brand goals.
- Implemented and iterated on core gameplay systems utilizing the VERSE language.
- Polished and populated gameplay space, utilizing UEFN's LEGO brick editor tool; enhancing immersion and player understanding.

EDUCATION

University of Central Florida | Bachelor of Arts - BA, Game and Interactive Media Design |

Aug 2023 - Present

- Active member of the Game Dev Knights Club, working with 30+ peers on game projects.
- Achieved a 3.84 GPA over 60+ credit hours; awarded Dean's List for Fall 2024 and Spring 2025.
- Conceptualized, documented and developed projects within a fast paced group environment with hard deadlines.
- Participated in Game Dev Knight's mentorship program, receiving feedback on the level design process from an industry professional.