



DANIEL SEVERINO

LEVEL DESIGNER | ENVIRONMENT ARTIST

LEVEL DESIGNER

Level Designer & Artist focused on creating & delivering high quality experiences catered to complex gameplay environments such as these in Real Time Strategy titles!

SKILLS

Highly experienced Ex-Community Mapmaker, having worked for big and small budget projects such as big E-Sport tournaments and small Indie companies, taking pride in delivering the best quality on the limitations given.

SOFTWARE

Production: HoudiniFX, Substance Painter & Designer, 3DS Max, Maya, Zbrush, Blender, World Machine, Photoshop, NDO, Tortoise SVN.

Engines: Unreal Engine 4, Unity, Blizzard's SC2 Proprietary Engine, Essence Engine.

EXPERIENCE

FREELANCE PRE-PRODUCTION ARTIST, DESIGNER • UNNAMED PROJECT • CYNAPS ARTS • 2020
Work included setting up the core pipeline and doing foundational work regarding managing core aspects of engine processing budgets and creating administrative structure within the art department's upcoming production run including production of onboarding documentation for all layers of the art pipeline.

FREELANCE LEVEL DESIGNER & ARTIST • IRON HARVEST • KINGART GAMES • 2019 - 2020
Duties included the creation of several Multiplayer maps from sketch to delivery including level art using inhouse procedural tools. Creation of moodboards of environments to pitch to Art Leadership. Creation of level design documentation and general strong communication with Lead Level Design for iteration processes.

LEVEL DESIGNER, ENVIRONMENT ART • IMMORTAL; GATES OF PYRE • SUNSPEAR GAMES • 2017 - 2019
Worked as manager, environmental level artist and designer for Immortal: Gates of Pyrus project, including VSlice production and the creation of Vanguard Prototype, a proof of concept StarCraft 2 mod to achieve initial funding for the project. Because of the length of the project I held many different positions with different duties as things developed, such as production of 2D, 3D assets, game developer, working with shaders and general engine optimization and other tasks.

TEAMLIIQUID MAP CONTEST; ADMINISTRATOR, JUDGE AND QA • TEAMLIQUID | BLIZZARD ENT.
Teamliquid Map Contest is a community level design contest done every 6 months which is sponsored by Blizzard Ent. to find the next set of multiplayer maps to add to the official StarCraft II map pool. As Admin and Judge, I work with SC2 progamers, SC2 DevTeam and others to provide a scope and range of variety|stability for the upcoming set of community made maps.

COMMUNITY LEVEL DESIGNER • 2010 - 2018
Worked to create high quality Maps and Multiplayer Level Design for competitive RTS titles such as StarCraft Broodwar, StarCraft II, Dawn Of War III and others.

EDUCATION

Undergrad in Physics with Astronomy Minor • 2011 - 2015 • Universidad De La Republica, Uruguay.

COMMUNITY EXPERIENCE

Having worked for many years as a Multiplayer Level Designer dealing with large playerbases, I have built solid experience dealing with the ever changing moods of large groups of players, which has made me quite apt at managing potentially caustic environments and measuring general moods alongside teaching me to very much value crisp and clear communication and brand awareness alongside communicating these to other parts of the team in the Community Management side.



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