

Carlos Gutierrez

Senior Game Designer

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Pittsburgh, PA / Remote

10+ years of experience across indie, AAA, and VR. Expertise leading cross-functional teams, scripting narrative-driven gameplay, designing open-world environments, and cultivating a positive workplace culture.

TITLES

Aniball: Save the Kingdom (In Development) [UE5]
Unannounced VR Project (In Development) [UE5]
Unannounced VR Project (2024) [UE5]
Alien: Rogue Incursion (2024) [UE5 / VR]
Asgard's Wrath 2 (2023) [UE4 / VR]

Puzzle Bobble: Vacation Odyssey (2021) [UE4 / VR]
The Walking Dead Onslaught (2020) [UE4 / VR]
Days Gone (2019) [UE4]
Guitar Hero Live (2015) [UE3]
Skylanders: SuperChargers (2015) [UE3]

SKILLS & SOFTWARE

Level Design & Development
Ideation & Prototyping
Cross-disciplinary communication
Gameplay Scripting, Unreal Blueprint
Combat Encounter Design, Debugging

Design Documentation, Planning
Modular Design, Puzzle Design
Gameplay pacing, Spatial Design
Environmental Storytelling
Quest/Mission Design

Team Leadership
Photoshop, Illustrator
Miro, Slack, G Suite, Figma
Jira, Confluence, Perforce
Comfort-First Design

Experience

Mutually Assured Development

Jul 2025 – Present

Lead Game Designer

- Designed macro game loops, challenge archetypes, player abilities, enemy behaviors, game progression, and interactive elements for Aniball: Save the Kingdom.
- Defined priorities, scope, and milestones for content.
- Led cross-functional team coordination through organized playtesting sessions, feedback analysis, task tracking, and regular team meetings to ensure quality standards at project milestones.
- Prototyped gameplay mechanics and player customization systems using Unreal blueprints.
- Created mockups for HUD and UI.

Lead Level Designer

- Responsible for creating development pipelines, level design metrics, principles, and establishing creative twists within an existing framework.
- Built 40+ levels across multiple gameplay styles, including linear platforming and open-world objective-based exploration.
- Drove iteration between disciplines, balancing creative vision, technical feasibility, and player experience.
- Created and maintained Unreal Engine assets.
- Scripted gameplay logic and interactions using Unreal Engine Blueprints.

Sanzaru Games

Jul 2022 – Apr 2025

Level Designer

- Led cross-functional teams to develop 90+ minutes of campaign experience and 28+ levels of seasonal content for *Asgard's Wrath 2*.
- Constructed and presented level design documents to Leads and Directors.
- Designed modular gameplay assets used by the level design team to create seasonal content.

- Scripted puzzles, combat encounters, narrative beats, and cinematic moments.
- Championed the practice of “gameplay motifs” during post-seasonal content development.
- Assisted live-ops team in implementing open-world and social content.
- Maintained scripting for dialogue in campaign levels.
- Implemented initiative for exploring product competition with the level design team.
- Aided character design team in refining companion character abilities.
- Designed and built open-world exploration and linear narrative-first levels for prototypes.
- Drove production of a VR crafting system with unique interactions. Maintained spreadsheets and data assets.
- Adapted prototype gameplay systems to align with director goals throughout development.
- Collaborated directly with senior designers to build iconic settings in VR and establish metrics.

Survios

Jul 2019 – Jul 2022

Level Designer

- Responsible for level design and pipeline on Scavenger Mode in *The Walking Dead Onslaught*.
- Collaborated with lead game designer and director to ensure Scavenger Mode quality.
- Designed environmental and gameplay layout for Alexandria (iconic *The Walking Dead* setting).
- Produced intro campaign mission. Maintained scripting on remaining campaign levels.
- Mentored junior designers assigned to narrative focused levels.
- Worked with engineering teams to design spawning systems for items and enemies.
- Drove level explorations during early phases of *Alien: Rogue Incursion*.
- Collaborated directly with Lead Level Designer to build Vertical Slice milestone level.
- Designed 100 “match-3” puzzles for *Puzzle Bobble: Vacation Odyssey*.
- Maintained data assets and scoring progression for puzzle levels.

Sony Bend Studio

Nov 2015 – Jul 2019

Mission Designer

- Owned 22 missions (golden path, silver path, open-world tasks) and collaborated with cross-functional teams to bring content from concept to ship.
- Presented designs to directors for greenlight during early phases of mission development.
- Designed and scripted combat encounters featuring NPC companions, enemy variety across different factions, and combat between NPC factions.
- Prototyped R.I.P faction boss encounter using Unreal Engine Level Blueprints.
- Designed arena for “Breaker” mini-boss encounter.
- Led cross-functional team to develop post-launch DLC challenge.
- Scripted dialogue sequences and stealth encounters.
- Mapped out missions on 2D top-down images to illustrate high level ideas and flow.

Vicarious Visions

Jun 2015 – Nov 2015

QA Tester

Minority Media

Nov 2013 – Dec 2013

QA Tester

EDUCATION

Champlain College – Burlington, VT

B.S. in Computer Science, Game Design

Graduated April 2015