

Luis Brito

Level Designer and Scripter

luisbj@gmail.com

luisbritodesign.com

(703) 477-3071

Seattle, WA

SELECTED EXPERIENCE



Senior Designer - Bungie (2023)

[Destiny 2 - First Person Shooter RPG \(PC, XBOX, PS5\)](#)

I design levels and encounters in Destiny 2. I craft gameplay, narrative, and combat beats for the level I'm working on. Then, I iterate on placing geo and combatants to create the space. I prioritize player roles and how teams can be brought together through novel combat mechanics. And I work with technical designers to create bespoke boss fights with behaviors that feel fresh.

- **Communicating** with my producer and Directors to make sure they're informed of the work I'm doing and what is being requested from other disciplines. Organizing meetings when needed so all relevant pods are on the same page about what needs to be done and when.
- **Authoring** encounters and events in game that guide the player, encourage skill expression, and stretch the limits of our roster of combatants and abilities.



Senior Area Designer - Obsidian Entertainment (2022)

[The Outer Worlds 2 - First Person Shooter RPG \(TBA\)](#)

I designed areas: covering level layout, characters present, quests that occur in the space, and any reactivity to show how player actions have impacted the world. I organized my own playtests and used the data to determine next steps. I worked with many disciplines to make sure narrative, combat, and exploration of my levels are equally represented and compelling.

- **Representing** our designers in meetings with the gameplay team regarding stealth gameplay. I blockout environments to test our different concepts and propose features to implement pulled from my knowledge and love of stealth games.
- **Handling** the design, blockout, scripting, and quest implementation for levels throughout the project. Working with other designers to incorporate bigger quests in our open world.



Technical Narrative Designer - Sony Santa Monica (2021)

[God of War: Ragnarok - Third Person Action Adventure \(November 2022\)](#)

I am responsible for translating our narrative into levels and gameplay. I work with designers, artists, and writers to implement game flow, character scripting, and cinematics on several story and combat heavy levels. Additionally, I'm the Level Designer for a few key narrative levels in-game, and the point of contact for design issues and changes on these levels.

- **Designing** narrative-focused areas, how the player navigates them, and the interactions within that propel the story.
- **Scripting** the interactions between players, creatures, and world using a combo of **Behavior Trees** and **Visual Scripting**.



Mission Designer - Respawn Entertainment (2020)

[Medal of Honor: Above and Beyond - FPS \(December 2020\)](#)

I developed several missions in our Singleplayer Campaign- designing the objectives, combat encounters, and unique gameplay mechanics in each. I iterated on the details of each level with my team, and implemented both gameplay and narrative content (dialogue, cutscenes). I also handled layout, collisions, and debugging on various multiplayer levels.



Game Designer - 2K Games (2019)

[WWE 2K20 - Fighting Game \(Oct 2019\) \(PC, Xbox One, Playstation 4\)](#)



Associate Game Designer - Level 5 IA (2017-2018)

[Unreleased Third Person Adventure Game \(NA\)](#)

EDUCATION

George Mason University:

Computer Game Design

Current Side Project:

Building Linear levels that

feel like open worlds

GAMES

What I'm Playing Now:

Counter Strike 2, Spelunky