

## PROFILE

### PHONE

(321) 917-3351

### EMAIL

GABI.CAPRARO@GMAIL.COM

### WEBSITE

GABICAPRARO.WIXSITE.COM/HOME

### LINKEDIN

GABI CAPRARO

## SKILLS & TOOLS

Unity



Unreal Engine



Perforce



JIRA/Confluence



Adobe Audition



Adobe Premiere Pro



Adobe Photoshop



SketchUp



HacknPlan



Microsoft Office



Wwise



Wireframing

Writing and Editing

Research

Project Coordination

## EDUCATION

B.A. in History

University of Florida (2012-2016)

M.S. in Interactive Entertainment

Florida Interactive Entertainment

Academy- University of Central

Florida



# GABRIELLE CAPRARO

LEVEL DESIGNER & GAME DESIGNER

## EXPERIENCE

### GAME DESIGNER/LEVEL DESIGNER-ORBOS (UE4)

#### A THIRD-PERSON MULTIPLAYER SHOOTER

- Designed, documented, and iterated on eight unique characters that have multiple abilities
- Designed feedback and UI elements to convey gameplay systems and character abilities to players
- Mixed audio and used Wwise to create events. Audio was then implemented into the Unreal Project
- Created playtest survey questions designed to target specific areas of gameplay like level design, UI, and feedback

### LEVEL DESIGNER-HOLLOWED (UE4)

#### A NARRATIVE-DRIVEN 3D SIDE-SCROLLING PUZZLE GAME (CAPSTONE PROJECT, FREE TO PLAY ON STEAM FINALIST FOR "BEST STUDENT GAME" FOR THE GAME AWARDS 2017)

- Formed a modular kit of assets with environmental artists to optimize level construction process
- Used data-driven iteration of level design after reviewing metrics from play-testing
- Kept excel sheets detailing metrics of scenes (i.e., how many times an asset was used, if the asset had to be re-scaled)
- Worked on a team of seventeen people composed of designers, producers, programmers and artists using SCRUM method
- Took puzzle grayboxes and developed them into unique scenes that incorporate the game's narrative

### LEVEL DESIGNER-LITTLE NINJA RACERS (UNITY)

#### A 2D SIDE-SCROLLING RACING GAME

- Built modular level sections to adapt to procedural level generation
- Used playtesting to iterate level design and balance mechanics
- Employed diamond path structures in design to accommodate multiple game mechanics
- Designed unique special abilities and obstacles to enhance gameplay

### LEVEL DESIGNER-A HEART OF TIN (UE4)

#### A VR GAME DESIGNED TO TEACH PLAYERS ABOUT HOW TO SUPPORT PEOPLE WITH DEPRESSION

- Grayboxed entire experience to guide players through the experience
- Imported art assets from an art pipeline into UE4
- Developed a basic website with html/css to provide information about the game
- Organized pre-existing assets into a folder structure and created an asset list of what was needed to complete the project

### DESIGNER-OTHER WORK (UE4, MAYA, RAPID PROTOTYPING)

- Modeled and textured assets in Maya and imported them into UE4 to use in levels
- Used Blueprints to trigger scripted events in UE4 and to create materials
- Worked on Rapid Prototyping in small, interdisciplinary teams over two-week periods
- Wrote and edited dialogue for story-driven games