

Janine Rodriguez

Level Designer

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Summary

A level designer with two years of experience in game design and production. A year of experience working in fast-paced collaborative game pipelines. Diverse portfolio of game projects with specialization in narrative and environmentally rich games.

Education

August 2024 - May 2026

University of Florida, Gainesville, FL

Bachelor of the Arts in Digital Arts and Sciences

GPA: 3.54, Dean's List Fall 2024

Work Experience

August 2025 - December 2025

Krillshot Games

Head Level Designer, Environment Artist

- Headed level design for an indie game
- Designed detailed layouts to guide environment creation
- Adapted to quick scope changes
- Coordinated a team of designers

January 2025 - May 2025

No Sleep

UI/UX Designer, Narrative Designer

- Collaborated with other artists and writers
- Aided in art, game design, and animation
- Conceptualized narrative themes
- Presented at the 2025 UF Digital Worlds Institute's Convergence

Skills

Essential

Willingness to Learn, Team Player, Attention to Detail, Adaptability, Communication

Technical

Unity, Adobe Creative Cloud, Audacity, Autodesk Maya, FL Studio

Coding Languages

C#, HTML

Achievements

- HCC Foundation Scholarship - Awarded by the HCC Foundation in 2022
- HCC Need Scholarship - Awarded by the HCC Foundation in 2022