GABRIELA BESLEAGA

LEVEL DESIGNER

ABOUT ME

Game Design student with a strong passion for world-building and an eye for detail,
aspiring to join your team as a Level Designer. I have shipped several itch and steam-published titles across diverse genres, including Roguelike, PvP, Action, and Action-Adventure.
This variety has equipped me with the versatility to adapt quickly to different project requirements and design challenges

EDUCATION

Bachelor of Science (2022-2027)
Breda University of Applied Sciences, Breda, The Netherlands

High School Diploma (2009-2021)
IPLT Nicolae Iorga, Chisinau, Moldova

TOOL PROFFICIENCIES

Microsoft Office
Jira & Confluence
Miro
Unreal Engine
Krita
Github & Perforce

LANGUAGES

English	• C2
Romanian	• C2
Dutch	• B1
Russian	• A2

Website
gabrielabesleaga.com

LinkedIn
linkedin.com/in/gabriela-besleaga/

INTERESTS

- Games
- Creative media
- Dungeons & Dragons
- Crocheting

PROJECTS

Job Hopping - Level Designer

September 2025 - Current

Turn-Based Strategy | Unreal Engine 5 Pre-Production to Present | Level Designer

- Contributed to initial concepting and concept exploration, helping establish the game's core vision and design direction from project inception
- Conducted level research analyzing spatial design, flow, and pacing in reference games to inform our level architecture and player experience goals
- Built level prototypes to test concepts, align the team on scope, and validate design approaches before full production
- Researched mission structures and objectives in similar titles, then concepted and prototyped mission scenarios to explore gameplay variety and strategic depth
- Currently developing a level for the final showcase build, responsible for design, blockout, and implementation
- Supported the Lead Designer by stepping into leadership responsibilities during their absence, maintaining project momentum and team coordination

Umbra Mortis - Level Designer

September 2024 - December 2024

3-Player Coop Shooter | Unreal Engine 5 Concepting & Early Preproduction

- Conducted competitor research and analyzed city layouts to define game feel and inform scenario design
- Built prototypes and level blockouts to explore unique mechanics, establish visual direction, and validate USP concepts
- Collaborated with artists on visual style and environment scale while developing blockouts to support multiplayer systems

Marisol - Level Designer

May 2024-Jul 2024

Action-Adventure for New Players | Unreal Engine 5 Level Design & Implementation

- Designed levels using industry frameworks (KI-SHO-TEN-KETSU) to ensure smooth difficulty progression and player engagement
- Created sketches and blockouts, then translated them into polished environments while collaborating with artists on visual direction
- Conducted playtests and iterated on difficulty, pacing, and gameplay features based on player feedback and Technical Design documentation
- Integrated puzzles, progression elements, and environmental storytelling to guide players intuitively through levels
- Supported narrative development through cutscene dialogue writing and worldbuilding
- Implemented and polished tutorial UI and VFX for the onboarding experience

WORK EXPERIENCE

The Old Irish Pub - Bartender, Tilburg, The Netherlands
February 2025 - Current

As a bartender at the Old Irish Pub, my most recurring tasks involve Customer Service and providing a high-quality product at a price that matches what customers are paying.
My responsibilities include: preparing and serving drinks, ensuring the stations are clean and ready, restocking and refilling, and cleaning dishware for washing and reuse.
Within the pub, collaboration and teamwork are key, as I rely on my co-workers and they rely on me whenever demand gets overwhelming.

Extended work experience can be provided upon request.