

# Felix of Mars

Video Games Level Designer

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## Portfolio

Outsider (Xbox 360, PS3, PC)

City level designer (Roads, Buildings, External Props.)

- External City level Architect
- Design for early concept missions
- Creating early scenarios and locals (Portaling, Prop placement, Flow.)
- Creating grey-box levels



Thrillville : Off the Rails (Xbox 360, PS2, PC, PSP, Wii)

- Designing and Scripting scenarios and missions.
- Core design for Thrillville :OTR mini games.
- Testing products and internal tools, tracking bugs and balancing game play.
- Adding NPC navigation.



Thrillville(Xbox, PS2, PSP)

- Designing and Scripting scenarios and missions.
- Testing products and internal tools, tracking bugs and balancing game play.
- Adding NPC navigation & collision meshes.



Rollercoaster Tycoon 3 :Wild(PC)

- Adding properties to objects and NPC animals.
- Testing products and internal tools, tracking bugs and balancing game play.
- Balancing scenarios and game play



Rollercoaster Tycoon 3 :Soaked(PC)

- Adding properties to objects.
- Testing products and internal tools, tracking bugs and balancing game play.
- Balancing scenarios and game play
- Asset management



Rollercoaster Tycoon 3 (PC)

- Adding properties to objects.
- Testing products and internal tools, tracking bugs and balancing game play.
- Balancing scenarios and game play
- Asset management
- Design of new RCT3 features



### Rollercoaster Tycoon 2 : Time Twisters (PC)

- Adding properties to objects.
- Testing products and internal tools, tracking bugs and balancing game play.
- Balancing scenarios and game play
- Asset management
- Scripting/Programming



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