

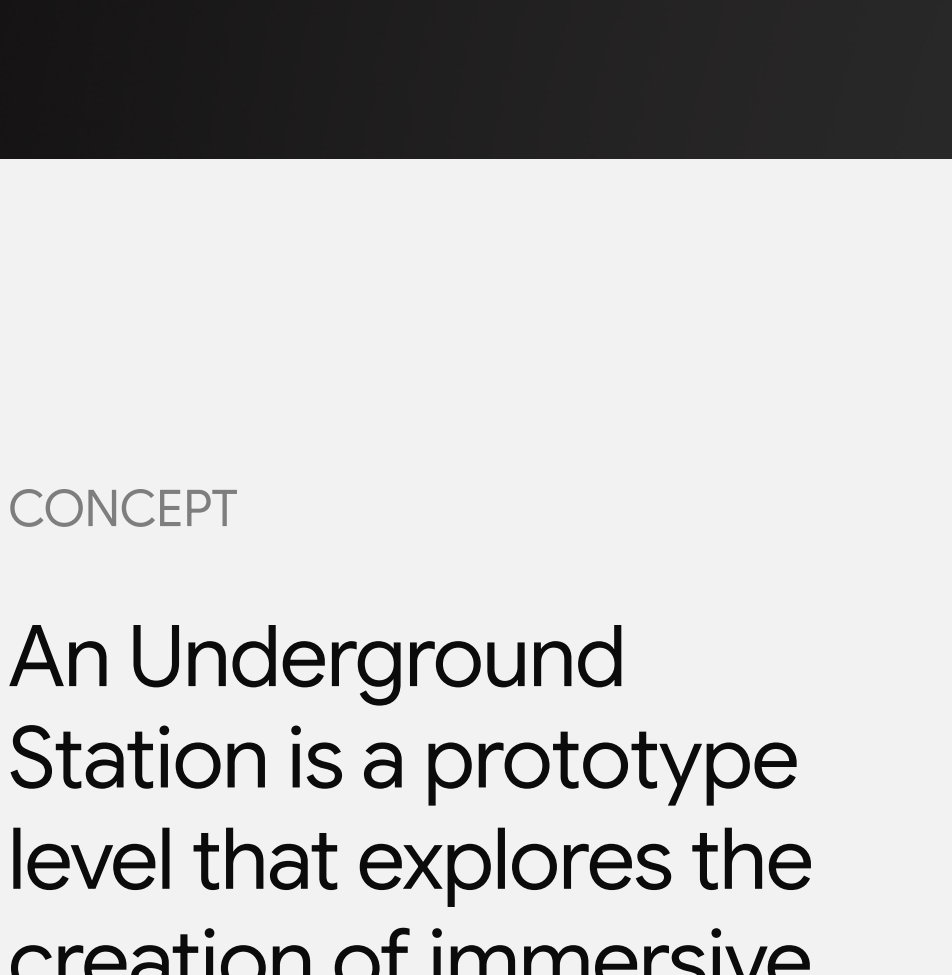
# Underground - Metro Station

## ROLE

Environment Design  
Level Design  
3D Modeling  
Texturing

## SOFTWARE

Unreal Engine  
Autodesk 3ds Max  
Adobe Substance 3D  
Painter  
Procreate

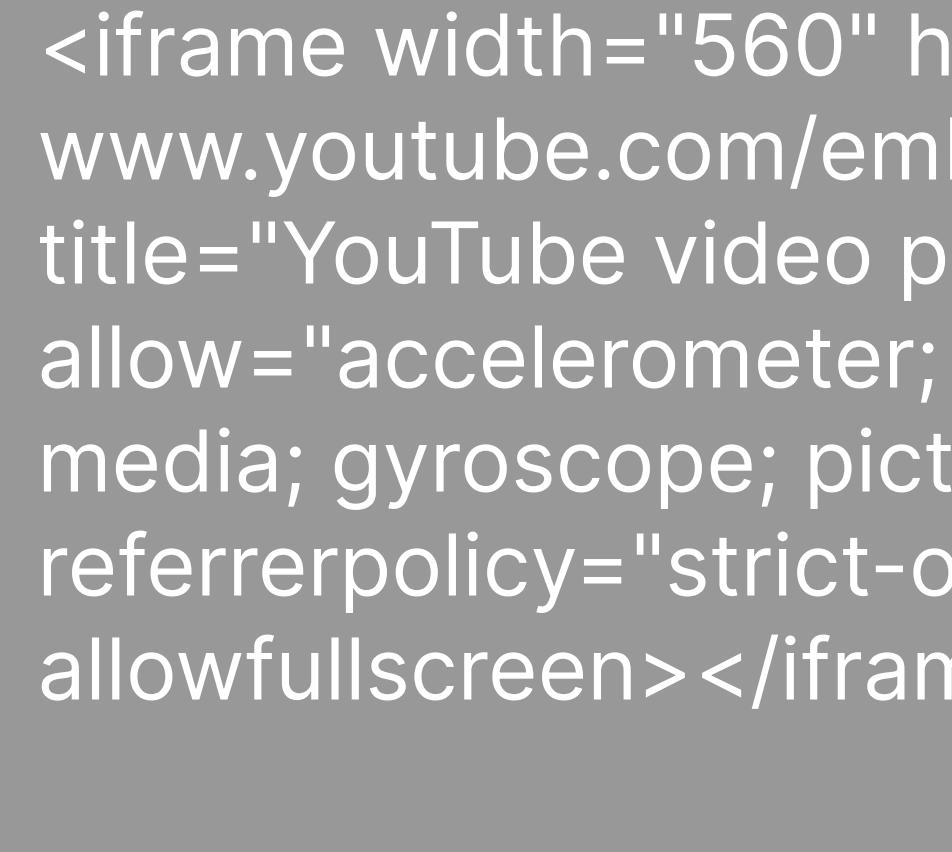
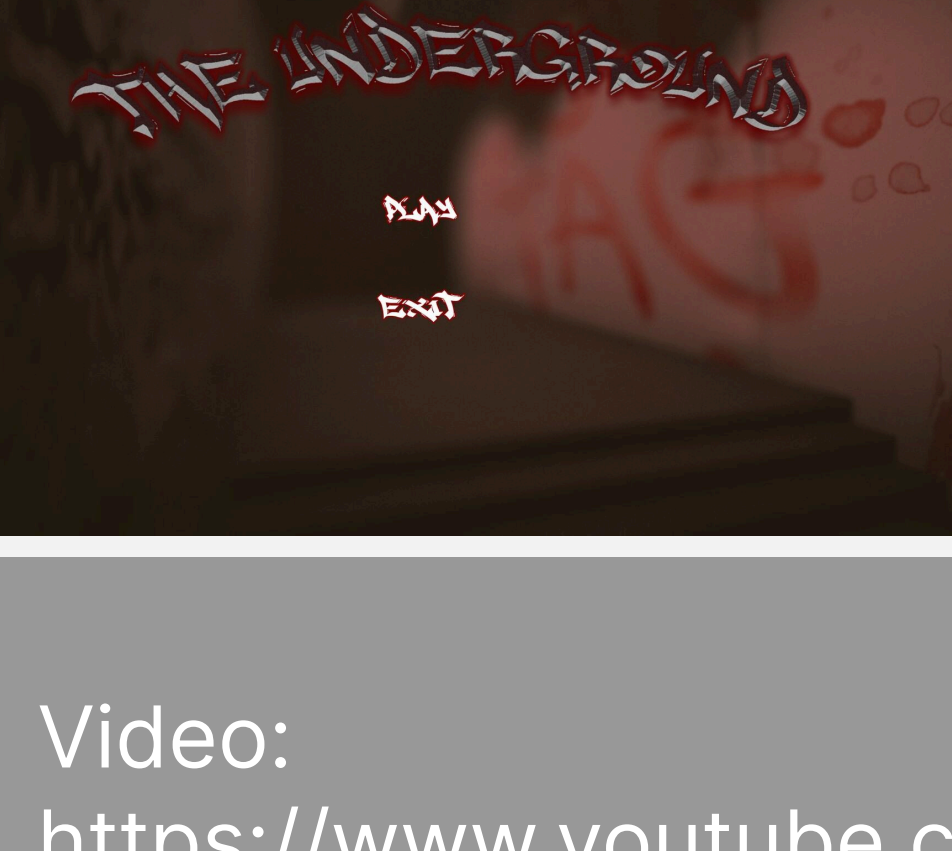


## CONCEPT

An Underground Station is a prototype level that explores the creation of immersive game environments through spatial composition and atmosphere.

The project focuses on designing a subway-inspired setting intended for future integration into a shooter map. From initial sketches to final implementation in Unreal Engine, the process combines modeling, texturing and layout design to build a cohesive and playable space.

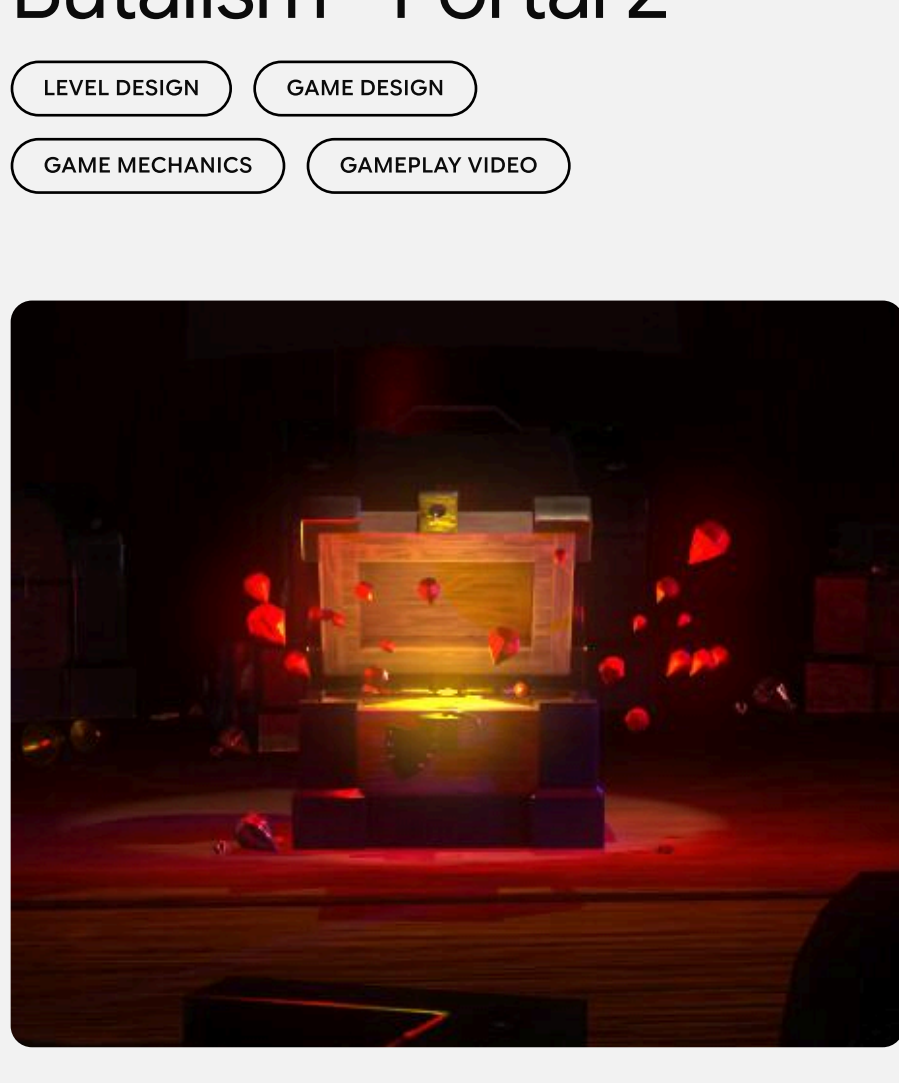
It investigates how environment design, materiality and structure can contribute to game feel and player immersion.



Video:  
<https://www.youtube.com/watch?v=...>

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## SELECTED WORKS



### Butalium - Portal 2

- LEVEL DESIGN
- GAME DESIGN
- GAME MECHANICS
- GAMEPLAY VIDEO



### Pirate Treasure Chest - Prop

- 3D MODELING
- GAME ASSET
- HARD SURFACE MODELING
- VIDEO

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