

Objective

Develop fun, unforgettable and immersive narrative content, where the gameplay is the main target.

Skills

Game Design

- Mechanics and gameplay design.
- Menu design and implementation
- Combat system design, balance and programming
- Level design, dialogue system, enemy encounter and cutscenes
- Intuitive UI design
- Visually focused design documentation

Programming

- C++, C#, Java
- Unreal Blueprints, Unreal Engine C++
- Unity C#
- OpenGL libraries
- HTML, CSS, JSON, XML
- JavaScript

Software

- Adobe Photoshop, Premiere, After Effects & Illustrator
- Microsoft Office & Google Docs
- 3DsMax & Sketch Up
- Audacity
- Visual Studio, Eclipse, NetBeans

Engines

- Unreal Engine 4
- Unity
- GameMaker

Projects

Revenge .44, 2020 → **Development:** 1 week | URJam winner | **Team Size:** 2 | **Role:** Game designer, programmer, lighting

Shinobi no Noboru, 2020 → **Development:** 1 month | **Team Size:** 4 | **Role:** Game designer, programmer

4LP4K, 2019 → **Development:** 1 week | Texel Jam #1 winner | **Team Size:** 3 | **Role:** Game designer, programmer

Education

Rey Juan Carlos University

Game Design and Development Grade (current)