

**GERMÁN LÓPEZ**

**VIDEO GAME DESIGNER**

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**About me**

I am Germán López Gutiérrez, a video game designer whose main objective is to develop fun and unforgettable games with an interesting narrative content, where gameplay is the main attraction.

**Skills**

**Game Design**

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

**Engines**

* Unreal Engine 4
* Unity
* GameMaker: Studio

**Programming**

* C++, C#, Java
* Unreal Engine: Blueprints Visual Scripting, C++
* Unity C# (HDRP y URP)
* OpenGL Libraries
* HTML, CSS, JSON, XML
* JavaScript

**Software**

* Adobe Photoshop, Premiere & After Effects
* Microsoft Office & Google Docs
* 3DsMax & Sketch Up
* Visual Studio, Eclipse, Visual Studio Code

**Experience**

**Overjumper**, 2020 🡪 **Development:** 1 month| **Team size:** 1| **Role:** Game Designer, Programmer, 2D Artist| **Available in:** Google Play (Android)

**Revenge .44**, 2020 🡪 **Development:** 1 week |URJam winner| **Team size:** 2 | **Role:** Game Designer, Programmer, Lighter| **Available at:** itch.io

**Shinobi No Noboru**, 2020 🡪 **Development:** 1 month| **Team size:** 4 | **Role:** Game Designer, Programmer | **Available at** Newgrounds, Kongregate, Gamejolt, itch.io and play.idevgames

**Triangles.exe**, 2019 🡪 **Development:** 2 days | **Team size**: 1 | **Role:** Game Designer, Programmer, 2D Artist | **Available at:** itch.io (browser)

**4LP4K**, 2019 🡪 **Development:** 1 week |Texel Jam Winner #1 | **Team Size:** 3 | **Role:** Game Designer, Programmer | **Available at:** itch.io

**Education**

**Rey Juan Carlos University**

Video Game Design and Development Degree (4th year)

**Languages**

Spanish

English