



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

Languages

Spanish ●●●●●
English ●●●●○

Education

Rey Juan Carlos University

Video Game Design and Development Degree (4th year)