



GERMÁN LÓPEZ

Game Designer

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GAME DESIGN

- Mechanics and gameplay design
- Level design, dialogue system, enemy encounter and cutscenes
- 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)
- Librerías OpenGL
- HTML, CSS, JSON, XML
- JavaScript

SOFTWARE

- Adobe Photoshop, Premiere & After Effects
- Microsoft Office & Google Docs
- Unity C# (HDRP y URP)
- 3DsMax & Sketch Up
- Visual Studio, Eclipse, Visual Studio

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.

EXPERIENCE

Gerlogu Games | 2020 - 2021 **Combat Designer, Level Designer & Scripter**

- **Stigma Protocol** (Technical Demo available on itch.io)
 - I designed the game mechanics, including the number of weapons, enemies and skills.
 - I designed and prototyped the level for the Vertical Slice.
 - I programmed in Unreal Engine 4 all the content of the game: dialogue system, weapons, artificial intelligences, character movement and interfaces.
 - I made a total of 25 animations in Blender, which I incorporated in Unreal Engine 4.

Gold Pillow Games | 2020 - 2021 **Game Designer, Combat Designer & Scripter**

- **Into the Cave** (Available on itch.io - Browser)
 - I designed the game mechanics, including the number of weapons, enemies and skills.
 - I programmed in Unity the character handling, transitions and interfaces.
 - I incorporated the multiplayer mode using Photon Pun 2.
 - I made all the animations using Blender.
- **Garden Gnome: Prune the Weeds** (Available on itch.io - Browser)

Gerlogu Games | 2020 **Game Designer & Scripter**

- **Overjumper** (Available on Google Play Store)
 - I designed the whole game concept, along with the level and mechanics.
 - I programmed the whole game and I was in charge of the launch in the Google Play Store.
 - I incorporated the monetization system through the use of ads with AdMob.

Kama Side Team | 2019 - 2020 **Game Designer & Scripter**

- **Shinobi no Noboru** (Available on itch.io - Browser)
 - I designed and programmed in Javascript the game mechanics along with the level.

EDUCATION

U-tad
Master's Degree
2021-2022
Game Design

Rey Juan Carlos University
Degree
2017-2021
Game Design and Development

OTHER EDUCATION

Story and Narrative Development for Video Games Coursera
World Design for Video Games Coursera

LANGUAGES

Spanish ●●●●●
English ●●●●●