

GAME DEV. LEVEL:

Entry - Junior / Indie Developer

JOB POSITION PREFERENCES:

Game Designer
Narrative Designer/Writer
Concept
Level Designer
UI/UX Designer
Junior Artist

CATEGORY PREFERENCES:

Game Design
Level Design
Narrative Design
Puzzle Design
UI/UX Design/Art/Programming
Sound/Music Design/Dev.
Concept Sketch/Drawing
Documentation

MOST FREQUENT TOOLS/KNOWLEDGE (1-5):

2D (4): Photoshop, Illustrator
3D (3): Blender, 3dmax, Rhinoceros + Grasshopper
PROGRAMMING (2): UE Blueprints, HTML-CSS, Markdown, C, Python
ENGINE (3): Unreal Engine, AGS
AUDIO (4): Protools, Studio One, Reason, Audition, Sequoia
DOCUMENTS (4): Office, Google-Jira-Trello-Slack, yEd-XMind
PHOTOGRAPHY/VIDEO
COMPUTERS

TRAINING:

Virtual Design - IED (Istituto Europeo di Design)
Sound Technology - IPAC (Instituto Profesional de las Artes de la Comunicación)
Fab Academy (Principles and Applications of Digital Fabrication) - FAB FOUNDATION / CBA-MIT
Videogame creation with Unreal Engine (x2) - Comunidad de Madrid

PROJECTS:**2WAYBACKDOOR (AGS)** ([web link](#))

Literary script
Sketches (manual and digital)
2D animation
Level creation (into the engine)
Character movement

WHERE'S THE PARADISE? (AGS) ([web link](#))

Game Design Document
Literary script (2 episodes)
Characters description
Dialogue
Storyboard
Diagrams (plot, objectives, levels, characters)
Sketches (characters, 25 / environments, 40)
2D animation
Level creation (into the engine, 13)
Character movement in/between levels
Programming (levels, hotspots, objects, dialogue)

WELCOME TO MYST MOUNTAIN (UE4) ([web link](#))

Technical script (gameplay, texts)
Diagrams (plot, objectives, levels)
Sketches (environments, interface)
Resources (asset management)
Levels (into the engine, 5 / landscape-foliage)
UI/UX (menus, HUD)
Programming with Blueprints (objects, triggers, UI, messages, levels, game instance)

GRAFFO-WAR (UE5) ([web link](#))

Technical script (gameplay, texts)
Diagrams (levels, blueprints, development, objects, animations, hotspots, events, actions)
Sketches (environments, interface)
Resources (asset management)
Levels (into the engine, 3 / landscape-foliage)
UI/UX (menus, HUD)
Programming with Blueprints (objects, triggers, UI, messages, utilities, puzzles, characters, artificial intelligence, animation, levels, game instance)