

Eduardo Segovia

Technical-Narrative Game Designer

✉ contact@edusegovia.com

🌐 <https://edusegovia.com>

📍 Madrid, Spain

Game Designer with a technical foundation in Unity and Unreal.

I design levels, puzzles and systems with a focus on playable narrative. Additional training in screenwriting and sound allows me to contribute a comprehensive vision. Completed, documented and published projects and prototypes.

Seeking an internship at an indie studio to grow as a designer and as a team.



Key Technical Skills

Unity/C#

OOP · Classes and inheritance · Methods and events · Control structures · Variables · PlayerPrefs · Physics/Collisions · Animations · Dynamic UI/HUD · Basic AI · Terrain · Cinemachine · AudioMixer · Project management and scenes · Build

Unreal Engine/Blueprint

Functions, macros, events · AI, NavMesh, State Machine · Raycast · Inventory · UI/UX · Landscape, Automaterial and Foliage · Materials · Lighting · AudioMixer · Cinemachine · Assets

Design & Audiovisual

Photoshop · Illustrator · Blender · 3DS Max · Maya · Rhino/GH · Substance · Video editing and post-production · Sound design and Music · Recording, Mixing, Mastering · ProTools · Studio One · Sequoia · Audition · Reason · Ozone · T-Racks

Experience [personal projects]

Where's the Paradise? (prototype) — Graphic adventure about youth and music, with a humor and suspense plot. Pre-production done. MVP dev started as Final Degree Project.

Girly and the night of Zombie Lake — 3D survival game in 1 open world level, third-person, filled with zombies.

Graffo War (demo) — 3D adventure of a young woman reclaiming historical memory with graffiti. 3rd-person / driving.

Hole & Ball — 3D physics-based platformer. 4 levels and 1 ball.

The Turret Nightmare — 2D platformer with 5 types of turrets.

Welcome to Myst Mountain (demo) — 3D adventure of a designer who receives a strange mission leading to a legend. Combines Point&Click, driving, 1st and 3rd person.

Wind Tunnel — Runner-style obstacle tunnel with a spaceship.

Smart Crosshair (tutorial) — Crosshair recognizes enemies.

2WayBackdoor (test) — Adventure of 2 characters destined to meet to uncover a conspiracy.

Additional Training

Video Game Creation with Unreal Engine

Comunidad Madrid 2022 350h + 150h

Basic and advanced Blueprints, landscapes, physics, user interfaces and menus, AI, particle systems, lighting and post-processing, optimization and build.

Fiction Screenwriting

RTVE 2026 150h

Plot construction, complex character development, dialogue, narrative structures, and preparation of sales dossiers and pitch.

Virtual Production: Techniques and Pre-production

RTVE 2026 150h

Integration of real-time processes with Unreal Engine, SIMULCAM, ICFVFX, LED walls and workflows in film and television.

Animation: From Idea to Commercialization

RTVE 2026 150h

Animation principles, traditional and digital techniques, production pipeline, character development and animation bible.

3D Design and Modeling for Animation

RTVE 2026 150h

Modeling, rigging, lighting, rendering and compositing of 3D characters, from concept to final model.

Development of Virtual and Interactive Narratives

RTVE 2026 150h

Interactive fiction, branching narrative, VR experience design with Twine and A-Frame, design thinking methodologies.

Sound Design and Music Supervision in Audiovisual Production

RTVE 2026 150h

Soundtrack creation, sonic character design, mixing, music supervision and AI application in sound.