

ABOUT ME

Game Designer from Spain with special interest in Combat Design and game feel. Since starting my journey, I have been developing games, prototyping and participating in Game Jams. After five years of studying Game Development, I'm enthusiastic to step into the industry and to keep on learning!

SOFT SKILLS

Problem solving, Critical thinking, Effective communication between departments, Teamwork, Time management, Ability to Pitch, Adaptability, Proactivity.

HARD SKILLS

Unreal 5, Blueprint prototyping, Unity, Gameplay and Combat design, UX Game Feel design, Design Documentation, Scrum, Agile methodologies, Trello, Gantt, Excel, 3ds Studio Max.

EXPERIENCE



Game Designer & Combat Designer

Tiny Tavern | February 2024 - Present

"GHUNTER" is a third-person shooter about cooking creatures alive to make delicious dishes. Made with **Unreal Engine 5**.

- Designed **game mechanics, combat** and **enemies**: Weapons, Abilities, Enemy Attacks, AI, etc.
- **Prototyped player's combat mechanics** using Blueprints: Weapons and Abilities.
- Created enemy **Behavior Trees** using Unreal's **Gameplay Ability System (GAS)**.
- **Created and implemented enemy abilities (GAS)** using Blueprints.
- **Balance and parametrization** of everything on the Combat System.
- **Implemented impact and game feel** onto the weapons and enemies (UX related): Camera shake, Controller vibration, VFX, SFX, etc.
- Worked alongside the animation and rigging team: providing **animation direction** and **timing feedback**.



Game Designer (Internship)

Microsoft Education | October 2022 - February 2023

"Robo del Paisaje de la Luz" is an educative game about Madrid's World Heritage. Initiative of **Madrid in Game**. Made with **Minecraft Education Edition**.

- **Implementation of Minecraft mechanics** and Primary Education 6º grade subjects into **educational puzzles**.
- **Creation of an engaging storyline** that educates the player about the history of Madrid's World Heritage.
- **Prototyping and programming** of game mechanics.
- Designed a **tutorial** teaching Minecraft to new players.
- **Designed levels** that allowed both **new and experienced** Minecraft players to have a fun time via **different paths on the levels**.



Game Designer (Personal Project)

NAS GAMES | Published on Steam. [Play here](#)

"Delator" is a cosmic horror puzzle-platformer **Vertical Slice** inspired by the world of H.P. Lovecraft. Made with **Unreal Engine 5**.

- **Designed the overall core mechanics and systems and programmed** some of them using **Blueprints** (stealth, save, etc)
- **Designed all enemies**, creatures and **puzzles**.
- Designed and implemented **stealth sections**.
- **Implemented breakable surfaces** using Unreal's Chaos Destruction.

EDUCATION

MASTER'S DEGREE IN GAME DESIGN

U-tad | October 2023-October 2024

A full year of specialization in all areas of **design** along with subjects on **production and publishing fundamentals**, accompanied by **industry professionals**.

BACHELOR'S DEGREE IN GAME DEVELOPMENT

Francisco de Vitoria University | September 2019-June 2023

Acquired skills and knowledge in all fields of the industry. Worked on a variety of projects as **game designer** and **programmer**.

DEGREE IN TECHNICAL ARTIST

Francisco de Vitoria University | September 2019-June 2023

Acquired understanding of **art pipelines** and skills with art tools.

ACHIEVEMENTS

AWARDED "BEST UNIVERSITY GAME" AT BILBAO INTERNATIONAL GAMES CONFERENCE

One of the games I worked on as Combat Designer and Game Designer, GHUNTER, was awarded Best University Game at BIG 2024.

AWARDED "2ND BEST GAME" BY THE PUBLIC AT GUERRILLA GAME FESTIVAL

One of the games I worked on as Combat Designer and Game Designer, GHUNTER, was awarded Second Best Game by the public at Guerrilla Game Festival 2024.

NOMINATED FOR "BEST GAME DESIGN" AT PLAYSTATION AWARDS

One of the games I worked on as Combat Designer and Game Designer, GHUNTER, was nominated for Best Game Design at the Playstation Awards 2024.

"BEST GAME" AT GLOBAL GAME JAM 2023 (UFV)

"The Worst Garden" is a 3D isometric boss-rush bullet hell where you can only attack when you root yourself to the ground. [Play here](#)

"MOST FUN" AT GLOBAL GAME JAM 2022 (UFV)

"Duplexity" is a multiplayer top-down shooter about screwing each other over by changing the color of the stage. [Play here](#)