

# Game Design. Writing. Narrative. Production. Transmedia. Teaching.

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## Education

- 2020 **Unreal Engine Blueprint Game Developer Online Course, GameDev.tv.**  
Unreal Engine 4.23 Blueprint Development Online Course.
- 2017-2018 **Master Degree. Videogame Design & Development at UCM, Madrid.**  
Videogame Development: Design, Art & Scripting.
- 2011-2014 **Degree. Design at UCM, Madrid.**  
Specialization in Digital Media, Videogames & Transmedia.  
Thesis: Natural Interfaces & the Future of Graphic Design.
- 2010 **Course. English Studies at PERA College, Vancouver BC.**  
3 months residence and preparation for TOEFL exam.

## Work Experience

- 2021-Act **Combat Designer for Nomada Studio.**  
Conceptualizing and prototyping combat systems and game mechanics.  
Defining enemy behaviours and AI.  
Conceptualizing, designing and prototyping enemies from concept to finish.  
Implementing and testing combat arenas in the game's levels.
- 2017-2022 **Producer and Game Designer for BlackChiliGoat Studio.**  
Writing and Game Design for TAPE: Unveil the Memories.  
Production, Creative Direction, Studio Administration.  
Planning and Preparations for Interviews, Fairs and other Events.
- 2014-2022 **Teacher for CSEU La Salle.**  
Internship Coordination of Grado Narrativa Tansmedia 2018-2021.  
Direction and Coordination of La Salle Transmedia Jam Event 2017-2021.  
Game Design Teacher in Grado Narrativa Transmedia 2017-2022.  
Coordination of Escuela de Ocio y Tiempo Libre CEYFE 2016-2021.  
Gamification Teacher for ERAMUS Students 2016-2020.  
Teacher for Gamification Classes for Educational Practice Students 2015-2021.  
Gamification & Game Design Speaker and Consultant 2014 -2021.
- 2018-2020 **Game Writer for AIWIN S.L.**  
Writing and Game Design for FMV games: Banco Santander, Clinicas Chiesi, SHE & Firewall.
- 2017 **Game Designer for Padaone Games.**  
Writing, Game Design and UX/UI Design for Enigma Madrid Ciencia.  
Production Assistant for Design and Art Departments.  
Metric Design & Analytics for Enigma Madrid Lázaro Galdiano.
- 2016-2017 **Programmer & Game Designer for Possible: Evaluación y Desarrollo.**  
Educational World Design for Minecraft Education Edition in colaboración with Microsoft Ibérica.  
Coordination of the Development team: Teachers, Programmers, Designers & Artists.  
Design of the School Programs and Gamification for the Online Platform.  
Beta Testing for Minecraft: Education Edition.
- 2014-2017 **Teacher for Possible: Evaluación y Desarrollo.**  
Gamification Teacher for Educational Practice Students 2015-2017.  
Gamification Design for the Course 2015-2017.  
Gamification Counselling for Companies and Schools.  
Excel, Powerpoint, Word, Illustrator & Photoshop Teacher.

## Projects and others

- 2021-Act      **Videogame “Project HOME” for Nomada Studio.**  
Unannounced videogame, under NDA until announcement.  
Combat Design, Systems and Game Mechanics Design.
- 2018-2022      **Videogame “TAPE: Unveil the Memories” for BlackChiligoat Studio.**  
Narrative Puzzle Game develop on Unreal 4.20 for PC, PlayStation 4 & PlayStation 5.  
Preproduction, Production, Game Writing & Game Design.  
Runner on the PlayStation Awards 2017. Most Innovative Game Award of 2017.  
Public’s Choice Award at DevContact 2018.  
Best Pitch Award at Guerrilla Game Festival 2019.
- 2020            **FMV Videogame “FIREWALL” for Aiwin.**  
FMV Videogame develop on a custom engine for PC & Mobile.  
Game Writing & Game Design.
- 2019            **FMV Videogame “SHE” for Aiwin.**  
FMV Videogame develop on a custom engine for PC & Mobile.  
Game Writing & Game Design.
- 2018            **FMV Videogame “La Situación” for Chiesi Clinics at Aiwin.**  
FMV Videogame develop on a custom engine for PC & Mobile.  
Game Writing & Game Design.
- 2018            **FMV Videogame “La Oportunidad” for Banco Santander at Aiwin.**  
FMV Videogame develop on a custom engine for PC & Mobile.  
Game Writing & Game Design.
- 2017            **Videogame “Enigma Madrid Ciencia” for MNCN at Padaone Games.**  
Augmented Reality Videogame develop on Unity 5.6.1 for Android & iOS.  
Production, Game Writing & Game Design.
- 2017-2018      **Project GNURR for Máster DDVJ at UCM.**  
Masters Degree Platform Videogame develop on Unity 5.5.1 for PC.  
Production, Game Design & Scripting.

## Traits & Tools

### Language Skills

Spanish: Native Speaker  
English: Advanced - TOEFL iBT 109 - Cambridge C1.

### Game Development

#### Game Development Tools

Unreal Engine, Unity 3D, Construct 2, Twine2, Game Maker, Adventure Game Studio.

#### Programing Languages

Unreal Engine Blueprints, Unity 3D Playmaker, C#, HTML.

#### Art & Graphic Design

Illustrator, Photoshop, Premiere, XD, Autodesk 3ds Max.

#### Production

Trello, Asana, Slack, TeamGantt, Excel, Powerpoint, Word.

### Other Experience

Experience in Team Management, Production Cycles & Transmedia Narrative Production.  
Interested in Creative Direction, Academic Investigation and Game Tendencies.