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ACHIEVEMENTS

- Released video game
- Work in a big studio
- Work in a full English environment
- Work in 5 different games
- Released board game

HOBBIES



#TEAMWORK #CREATIVE #GOODCOMUNICATOR

JUAN CARLOS

EXPERIENCE

SCOPELY / REMOTE: GAME DESIGNER

DECEMBER 2020 - JUNE 2023 (05)



Tuscany Villa: Match 3 Game. As an Obstacle Designer my job was to research, design and iterate new obstacles for the game.

Unannounced Deco Sim: As an experienced Game Designer, my job was to lead the design team, design Core Mechanics and LiveOps, as well as FTUE and Social features, and also designing early stages of UX.

GENERA GAMES / SEVILLA-SPAIN: LEVEL DESIGNER

MAY 2018 - DECEMBER 2020 (05 (in)



Level designer at Frozen Free Fall & Maleficent Free Fall. Match 3 game for iOS and Android. Levels, Game mechanics, Events and Live ops.

RECOTECHNOLOGY / MADRID-SPAIN: GAME DESIGNER

JULY 2016 - OCTOBER 2017 🚇 🚫 🦃



Game Designer at *Numantia*, a turn based strategy game based on historical events. Combat mechanics, units and characters design, events and economy management, level design, testing and balance.

EDUCATION

U-TAD / MADRID-SPAIN

GAME DESIGNER & INTERACTIVE CONTENT DEGREE

SEPTEMBER 2013 - JULY 2017

Game Development, Game Design, Game Theories, Mechanics, 2d & 3d Art, Narrative Design, User Experience. Graduated with Honors.

PERSONAL PROJECTS

WIZARDS COLLEGE / BOARD GAME

Wizards College is a game where players take the role of a student of the hidden arts. The idea of the game is giving the player a wide variety of options to create their own and spectacular spells.

UDEMY COURSE / UNREAL 5: HOW TO MAKE AN JRPG

I like to keep myself learning, specially in areas I think I can improve. I use web courses to empower my skills.













LANGUAGES

Spanish native + English (High)

