# **ALBERTO SÁNCHEZ ROMERO**

GAME DESIGNER- LEVEL DESIGNER

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## SUMMARY

I am a game and level designer deeply passionate about the gaming industry, both as a player and as a developer. I learn **new software fast** and love researching about game developing topics.

I am **skilled at public speaking and pitching**. I thrive in collaborative group settings, effectively communicating with **colleagues from various disciplines**.

# EXPERIENCE

# - Lingokids 2024-Present

Level Designer

- Built level instances using Unity 2D
- Worked on a professional environment using standardized workflows and software
- Conducted **tests** of new games **at schools**

#### - Eyes on Yuki - Atabey Creations 2024-Present

Game Designer, Level Designer

- Designed a cooperative tower defense game
- Built levels and its logic using Unreal Engine 5
- Built the level streaming logic of the levels
- Made prototypes for game mechanics and puzzles using Unreal BP
- · Conducted playtesting sessions to gather feedback

## - Pestilence - Green Trouble Games 2023

Game Designer, Level Designer, Producer

- Collaboratively designed a first person stealth game from the initial concept to the final iteration
- Designed and built levels using Unreal Engine 5
- Built the level streaming logic of the map
- Added scripts and logic to the game world using Unreal BP
- Undertook the role of producer and managed the development team using Scrum methodology



#### HARD SKILLS

- Programming Languages
  - o C#, C++, Python
- Scripting Languages
  - Unreal Blueprint
- Game Engines
  - Unreal Engine, Unity
- 3D Modeling Tools
  - o Blender, 3ds Max

## EDUCATION

## M. A. on Game Design (2023)

U-TAD, Madrid

## <u>Videogame Design & Development (2022)</u>

Rey Juan Carlos University, Madrid

#### LANGUAGES

Spanish - Native

English - Professional proficiency (Cambridge C1)

#### PORTFOLIO



<u>albertosr173.itch.io</u>



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