



# Kevin Aaron Herrera Claros

GAME DESIGNER

## Details

Av. Villazon Km 4 1/2,  
Cochabamba, Bolivia  
[kevin031995@gmail.com](mailto:kevin031995@gmail.com)  
+591 72\*\*\*\*(Request by E-Mail)

## Links

[LinkedIn](#)  
[Portfolio](#)  
[Itch.io Page](#)

## Latest Game Projects

[Sacred Tails \(PC-Win\)](#)  
[Long Delivery \(PC-Win\)](#)

## Skills

Game Development  
  
Game Design  
  
2D animation  
  
Unity 3D  
  
Communication  
  
Ability to Work in a Team  
  
Manual Testing  
  
Automated Web Testing

## Languages

English  
  
Spanish

## Favorite Action Multiplayer Games

Dark souls, Bloodborne, Risk of  
Rain 2, Genshin Impact.

## Profile

Professional game developer with more than 6 years developing games. And quality assurance engineer with 3 years of work experience.

As a game developer, I have worked on commercial and hobbyist projects for mobile and PC platforms, taking the role of Game Designer mainly but also involved on almost all the game development processes like prototyping, work planning, task creation and assignment, programming, design, testing, and deployment to stores.

As a tester, I have worked on planning and executing test plans, communicating with clients and teammates to make sure the expected requirements are clear and tested on time.

## Employment History

### Principal Game Designer at Timba Games, Remote

MARCH 2022 — NOVEMBER 2022

- Game Design Document and Game Flow Authoring.
- PvP Combat Design and Balance.
- Character Statistics Design.
- UX design for all game main screens.
- Testing and Follow up of customer issues.
- NPC characters Dialog Authoring.

### Staff Advanced QA at Oktana Corporation, Remote

SEPTEMBER 2020 — MARCH 2022

- Daily meetings, Sprint Planning meetings, Retrospective meetings.
- Regression testing before and after product releases.
- Write and execute manual tests for Salesforce products.
- Testing and Follow up of customer issues.
- Manage team members to execute test cases.

### Junior Automation QA at Jalasoft, Cochabamba - Bolivia

SEPTEMBER 2018 — AUGUST 2020

- Ownership of features on QA side.
- Planning, writing and executing tests to cover feature requirements.
- Issue track and Testing Planning using Jira.
- Manual and Automation web/rest testing using Selenium, Javascript, Python, Postman, Excel.

### Unity 3D Programmer/2D animator at Xiara Studios, Remote

MARCH 2016 — JANUARY 2018

- Sprint Planning and Daily meetings within a team up to 10 members using Trello.
- Github merge, rebase, create and review pull requests.
- Programming Gameplay and Multiplayer Features for 2D Fighting game for Android Platforms.
- 2D assets integration with code.
- 2D animations for playable characters.

## Education

### Quality Automation Training Program, Fundacion JALA, Cochabamba

JANUARY 2018 — SEPTEMBER 2018

### High School Diploma, Puerto de Mejillones, Cochabamba

JANUARY 2008 — DECEMBER 2012