



Aitor Morales

DESIGNER

I am a proactive person who loves learning new things and experiencing challenges. Team work, attention to details and communication are things that I strive for in every project.

My interest lay in photography, game design, UX/UI design, film analysis and cooking.

SOCIAL MEDIA



Aitor_21m



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CONTACT ME

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Date of Birth: 21 November 1994

PROJECTS

- R4D10HEAD - 2022
Game Designer
- VIKTOR'S MAYHEM - 2022
Game Designer
- BLASTER BUDS - 2020
Game Designer
- PIZZARE - 2018
Game Designer
- FINDING THE COLMERS - 2017
Game Designer

EXPERIENCE

- GAME DESIGNER - 2022 / PRESENT
BLISS PICTURES
- GAME DEVELOPMENT CONSULTANT - 2022
BLISS PICTURES
- INTERN - 2016
Pyro Mobile

EDUCATION

- U-TAD - 2014 / 2021
Student in Interactive Media Design / Software Engineering
- UNIVERSITY OF CAMBRIDGE - 2012
Council of Europe Level C1
- DIGIPEN - 2011
Video Game Programming Level 1
- AMERICAN SCHOOL OF BILBAO - 1997 / 2013
Student

SKILLS



LANGUAGES

