PALOMA KIRAN DE LA HOZ RODRÍGUEZ

Game design-Narrative design-Level design

Place of birth: Nadiad, India

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Other aspects: B license (with vehicule).

About me: I'm a Game designer.

I studied a master's degree in Game Design at the U-tad University in Madrid, creating my first vertical; Not my War.

My speciality is narrative, but I have also been able to learn about other areas such as level design.

I am a proactive person and I love punctuality.

I studied emergency medical services and worked in a casino as a croupier; shortly afterwards, I discovered that I could work in a field I am passionate about: video games.

I began studying on my own until I was finally able to complete a master's degree in Game Design at U-tad University in Madrid.

WORK EXPERIENCE

Casino Gran Madrid Servicios: croupier presenter 3° (6 March 2023-13 October 2024)

Carrefour: sales clerk, replenishment, online orders. (January 10/2023-12 February).

Kiwoko: (Alcorcón-Madrid) sales clerk, replenishmeny, (January 14/2022- November 14/2022.)

Aunar Group: June 5/2021 – September 15/2021 Emergency health technician; Cantabria.

Ambuiberica: (Ambulance Service 112, Cantabria) 18 July 2021 - 1 October 2021 Emergency health technician, Sarón, Cantabria

ACADEMIC TRAINING

Máster degree of Game design in U-tad (University of technology and digital arts): (October 2024- October 2025).

Health Emergency Technician (FPGI): Spanish Red Cross Vocational Training School (2018-2020).

Course of Lifeguard in Swimming Pools and Aquatic Facilities: Madrid Association of Professional Rescue and Lifeguarding(15/07/2019-29/07/2019).

Compulsory Secondary Education (E.S.O.): College Fuenllana (2007-2012).

LANGUAGES

English B2.

Spanish (Native).

TECHNICAL SKILLS

Excel course I.

Unreal engine 4 and 5: Junior...

Basic Unity.

Game/mechanics design: Junior.

Level design: Junior. Narrative design: Junior.

Visual scripting-Blueprints (unreal engine): Junior.

SOFT SKILLS

Teamwork Communication

Initiative

Punctual Resilience Adaptability Creativity