



Daniel de Linos

TECHNICAL GAME DESIGNER

Contact

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[LinkedIn](#)

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Boadilla del Monte, Madrid, Spain

Skills

Game Design
Narrative Design
Game Prototyping
3D Level Design
Creative thinking
Production and Leadership
Social Media Marketing
3D Modeling and Texturing
Pixelart
3D Animation
Image and Video Editing

Tools

Unity C#
Blender 3D
3ds Max
Substance Painter
Photoshop
Microsoft Office

Languages

English	90%
Spanish	100%

About me

Highly passionate Game Designer with a focus on creativity and innovative gameplay mechanics, having won several creativity related video game and gamejam awards. Very knowledgeable in different areas of video game development, making working with other departments easier and more productive.

Experience

Video game Marketing Trainee

Plaion Inc. June 2024 - December 2024

Trainee on the marketing department at a major publishing and marketing video game company.

Midnight Snack - Game Developer

Desborde Games April 2024 - Present

Main Game Developer on a indie horror video game. In charge of:

- Designing creative, innovative and engaging mechanics for the players to interact with in the context of a horror game.
- Managing a team of four members.
- Texturing and lighting with a retro/PS1 aesthetic.
- Organizing the marketing campaign and managing social media posts and interactions.

Education

(2020-2022) Video game Design and Development Degree

Universidad Rey Juan Carlos, Madrid, Spain

(2022-Present) Video game Creation and Narrative Degree

Universidad Francisco de Vitoria, Madrid, Spain