



CONTACT

- ✉ ericsb2003@gmail.com
- 📍 Barcelona, Catalonia, Spain
- 🌐 Portfolio

EDUCATION

2021 - 2025

Degree in Video Game Design and Development

Centre de la Imatge i la Tecnologia Multimedia – CITM (UPC)

2019 - 2021

Technological Baccaulaureate

Colegi Mare de Deu dels Angels

SKILLS

- Unity
- C++
- GitHub
- Excel
- Tiled


LANGUAGES

- Native Spanish
- Native Catalan
- English C1

SOCIALS

 [Éric Segovia Baena](#)

 [Icefenix7198](#)

 [EricSB](#)

Eric Segovia

GAME DESIGNER



PERSONAL PROFILE

I am a Video Game Designer, focused on both combat and level design with notions of programming. My main interest is creating interesting but balanced experiences where players can find joy in discovering.

Although I have little professional experience, I have worked on multiple team projects and I am eager to learn and express my opinion to help the project.



PROJECTS

ASTRION: LOST GODHOOD

APR 2025 - SEP 2025

4 people

Astrion: Lost Godhood is a Metroidvania game demo which was my end-of-degree project. The game features a parry based combat and a weather mechanic with a total of 52 rooms and a 20 minute duration.

During the project, I worked as the level designer, creating each puzzle, platforming challenge, and combat situation. I also developed various mechanics related to the exploration of the map.

ALIEN EXTRACTION

FEB 2024 - JUN 2024

35 people

Alien Extraction is a Diablo-like game set in the Alien universe, developed using a custom-Built engine. It features 3 different levels and 3 different weapons with 4 upgrades each.

During the project, I first worked as a character designer, defining the main look of the protagonist for the art team and defining the abilities, weapons' damage, and range. Later in the development I moved to the code department to help with the particle system.

SUITS - 8TH GRAN CITM GAME JAM

FEB 2025 (1 WEEK)

5 people

Suits is a 2D scroller puzzle game with a leaving corpse as platform mechanic. This project was a submission at a Game Jam in which it obtained the Best Game award and an honorific mention of a prize by incorporating an intersectional gender perspective into storytelling.

During the project I worked as one of the main level designers participating in the creation of 4 of the 7 levels of the game. I also worked on the development of some mechanics such as the areas that forbid players' movements but not corpses