

Jose David Lopez Game Developer Interview Experience - Blue Gravity Studios

The interview proved to be an intense challenge, marked by mental blocks and external adversities. Despite my previous application to Blue Gravity Studios without receiving feedback, I endeavored to achieve perfection this time. From level conception to character ideation, I immersed myself in creating a medieval game. Set in four different realms, each with its own story and aesthetic, the game invites players to take on the role of a pawn, collecting resources like wood, meat, and gold.

I delved into crafting a lively world, rich with animations, following a top-down view to meet all the interview criteria. I implemented a shop where players can sell items, exchange them for coins, and acquire unique outfits for each realm. Interaction with NPCs and an intuitive UI design were key aspects that I meticulously cared for. I leveraged optimization techniques, such as occlusion culling, manually implementing it for the 2D environment.

I faced mental blocks and external challenges, but these obstacles strengthened my determination. The interview pushed me beyond my limits and allowed me to create a game that I genuinely adore. Every aspect, from aesthetics to gameplay, reflects my dedication and pride in this project.

This interview was more than a test; it was an opportunity to overcome adversities, showcase my ability to think creatively, and excel in a challenging environment. My aim is to convey an exceptional impression and continue advancing on my path as a game developer.