



# Jorge León Elías

## Technical Game Designer

My name is Jorge, I'm a technical game designer from Spain that loves the process of designing and coding videogames. Since very young, interactive media has been something that interests me, from the architecture behind them to the amount of joy that they can bring to the end-user. Exploring and learning all the different aspects of game development has been my main task in the last years, working in different projects with varied team sizes, making my own personal projects and developing prototypes to make my ideas become true.

## Contact

### Phone

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### Email

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### Location

Madrid, Spain

### Webpage

[https://jorgelects.github.io/JorgeLeonElias\\_Portfolio/](https://jorgelects.github.io/JorgeLeonElias_Portfolio/)

## Education

2016-2020 (Graduated)

**Games and Interactive Media Design**

*Bachelor of Arts*

U-Tad Madrid

2014-2015 (Not Graduated)

**Advertising / PR / Marketing**

*Bachelor of Arts*

ESIC Madrid

## Expertise

- Game Design
- Technical Design
- Unity
- Unreal Engine
- Scripting (C# / UE Blueprints)
- Git

## Language

English (C2 - Proficient)

Spanish (Native)

## Experience

### 08/2021- Present

Herobeat Studios

#### Technical Game Designer

- Game mechanics design and implementation
- Prototyping systems and mechanics
- Balancing and pacing tuning
- Pre / Post launch bug fixing
- Project documentation
- Feature ownership
- Developed project: Endling Extinction is Forever
- Unreal Engine 4 (Blueprints / C++)

### 06/2021 - 08/2021

5th Element Gaming

#### Game Programmer

- Mechanics implementation
- Tools creation
- Systems implementation (in-game store, progression, unlockables)
- Code optimization
- Google Play services integration
- Developed projects: Pencilmation Arkanoid
- Unity Engine (C#)

### 2016 - 2018

Septotec

#### OCR File Designer

- Document mock-up following client specifications
- Optical Character Recognition software (Abby FineReader)

### 2015

Septotec

#### HHRR Internship

- Workers inscription in the General Treasury of Social Security in SPAIN (TGSS)
- Job contract creation and modification

## Skills

### Design

- Documentation
- Balancing
- Prototyping
- User Experience
- Interdepartmental communication

### Scripting

- Game mechanics
- Systems implementation
- AI Behaviour Trees
- Environment Query System
- Animation scripting
- SFX / VFX scripting

### Software

- Blender
- Quixel Mixer
- GitHub
- Sourcetree
- Adobe Photoshop
- Microsoft Office