



JOSE PEIRO

GAME DESIGNER

📍 Utrecht, Netherlands
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🌐 Nationality: Spanish

ABOUT ME

Game designer with a focus on UI/UX and systems design, passionate about creating engaging and intuitive player experiences. I enjoy planning and organising projects, collaborating with teams, and tackling challenges with creativity and determination. Experienced in business development and driven to deliver high-quality results while continuously learning and improving.

LINKS

LinkedIn:

<https://www.linkedin.com/in/jose-peiro-b533a2199/>

Website:

<https://joseapeiro.github.io/JosePeiro.github.io/>

REFERENCES

THOMAS VELDHUIS

Director of Business Development
Denda Games
T: +31 6 13030944
E: thomas@denda.com

LENNARD MULDER

Lead Technical Game Producer
Denda Games
T: +31 6 10766413
E: lennard@denda.com

MARK SCHIPPER

University Lecturer
Saxion University of Applied Sciences
E: info@mark-schipper.nl

PROFESSIONAL WORK EXPERIENCE

Denda Games

Hengelo, Netherlands
Feb. 2025 - Present

Game Designer

- Creation of low-fi and hi-fi designs
- Implementation of new technologies and optimisation of existing systems
- Creation of a library system used for a smoother, more organised and consistent workflow in Figma
- Collaboration with other department teams to achieve product goals
- Creating Product Roadmaps for a better visualisation and to align teams on a product's vision and priorities
- Creation of progression and economies for some games and products for clients
- Guidance of new interns

Liquid Ice Studios

The Hague, Netherlands
Feb. 2024 - July. 2024

Game Design Intern

- Wrote detailed Game Design Documents (GDDs) for new features and systems.
- Crafted user-friendly UI/UX designs, focusing on intuitive player experiences.
- Balanced game mechanics, including tuning difficulty, progression, and rewards.
- Introduced and iterated on new gameplay elements based on team feedback and testing.
- Worked closely and communicated effectively with the game design, development, and art departments.

STUDIES

SAXION UNIVERSITY OF APPLIED SCIENCES

Bachelor
Enschede, Netherlands
Sep. 2021 - July. 2025

Creative Media and Game Technologies (CMGT)

- Specialisation in design within the Creative Media and Game Technologies (CMGT) curriculum.
- Developed core competencies in facilitating communication between creative teams and stakeholders.
- Applied project management techniques to successfully enhance team productivity and workflow.
- Gained proficiency in 3D modelling and deepened level design skills via a minor in Environmental Design for Games.
- Function as a Game Designer, writing detailed Game Design Documents (GDDs), crafting user-friendly UI/UX designs, balancing game mechanics, and introducing new gameplay elements.
- Lead teams of 6 to 8 members, utilising project management software such as Notion, Trello, GitHub, and Excel.
- Maintain effective team communication using Discord, Teams, and Slack.

HOBBIES

- READING
- WALKING
- SCULPTING
- TRAVELING
- COOKING

LANGUAGES

SPANISH: NATIVE

ENGLISH: Full professional proficiency

DUTCH: Limited Working Proficiency

- Create essential documentation, including GDDs, Lean Canvas, and MoSCoW prioritisation, and define user stories and develop playtest forms.

MISC. WORK EXPERIENCE

JACK WOLFSKIN

Utrecht, Netherlands

March. 2023 - Jan. 2025

Sales Assistant

PICNIC

Utrecht, Netherlands

Dec. 2020 - April. 2023

Logistic

MISC. WORK EXPERIENCE

Funda U.C. (University of Carabobo)

Valencia, Venezuela

March. 2010 - Jan. 2015

English Course

- A0 - C1

Gemeente, Amsterdam

Amsterdam, Netherlands

Jan. 2020 - July. 2020

English Course

- A0 - A2

Photoshop and Illustrator Unleashed, School of Motion.

Amsterdam, Netherlands

Jan. 2020 - April. 2020

English Course

- Master the basics of Photoshop and Illustrator

SKILLS

HARD SKILLS

- Unreal Engine 5
- Unity
- Figma
- Notion
- JAVASCRIPT
- HTML & CSS
- Maya
- Blender
- Substance 3D Designer & Painter

SOFT SKILLS

- Communication
- Teamwork
- Problem-Solving
- Time Management
- Adaptability
- Organisation
- Attention to Detail
- Storytelling