Álvaro Torre Van Cutsem
GAME DEVELOPER
UNITY DEVELOPER

CONTACT

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🌐 My portfolio web

in Linkedin profile

EDUCATION

Bachelor's degree in videogame design and develeopment
UDIT (2018-2022)

Master's degree in videogame design
UTAD (2023-2024)

Certificate in advance english (C1)
Cambridge english (2018)

SKILLS

Soft skills:
- Verbal and written communication
- Critical and creative thinking
- Fast learner
- Effective indepentent or collaborative team member
- Persistant and passionate

Engines:
- Unity (5 years)
- Unreal 5 (2 years)
- Godot (~1 year)

IDE and languages: VSCode, VS, C#, GDScript, UE Blueprints, Git
Tools: Blender, 3Ds Max, Photoshop, Notion, Confluence

ABOUT ME

I'm a videogame developer **specialized in Unity Development and Game Design.**

Despite my specialization, I see myself as a Jack of all trades, with a **big interest in almost every part of game development** and a wide understanding of each branch of it. This leads me to have a background in art, design, and especially **programming**. This multidisciplinary knowledge helps me **understand the logic and particular necessities** of each project.

I've worked in both professional environments and as a solo dev or with small teams. I'm a **proactive individual** who enjoys creating a good atmosphere alongside his coworkers and partners, and who has a **crazy passion for videogame development.**

EXPERIENCE

JUNIOR GAME DESIGNER AND QA (Internship)

5TH ELEMENT GAMING   (Oct '20 - Feb '21)

Projects: Dino Space Adventure, Animal Brick Breaker, CombineThem! and more.

- Bug reporting and fixing non-programming related ones.
- Progession, difficulty and stats game balancing.
- Daily documentation and test plans creation.
- GDDs and brainstorming development.
- Unity implementation and prototyping.

UNITY DEVELOPER

FUTURA VIVE   (Sep '22 - Apr '23)

Projects: Escape To Love, Tech & Robots.

- Start to end participation in each of the projects, developing them in Unity and C# in a small team of two.
- UI designing and UX refinement of the products.
- Publishing and managing apps in the Play Store and App Store.
- Developing for non-traditional technologies such as robots and AR.
- Pitch ideas to costumers face-to-face.

GAME DESIGNER GENERALIST (Master's degree project)

PARANOIA STUDIOS   (Mar '24 - Oct '24)

Projects: Myrmica

- Puzzle ánd narrative design, progression and difficulty design.
- GDD and implementation tutorials for designers.
- Technical documentation for programmers, being the bridge between Design and Programming teams.
- Blueprint programming and bug fixing.
- Assets implementation.
- Creating presentations and showing them to the publisher.