

IGNACIO CALLES QUINTERO

GAME DESIGNER

ASSISTANT PRODUCER



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[Portfolio](#)



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ABOUT ME

I am a communicative, curious and very creative person. I'm also passionate about videogames with a strong narrative charge. Always open to new ideas to create new experiences in videogames. I am currently developing videogames in my spare time with my university friends.

EDUCATION

MASTER GAME DESIGN

2023-2024, U-TAD

DESIGN AND DEVELOPMENT OF VIDEOGAMES

2018-2023, Universidad Rey Juan Carlos

LANGUAGES

- Spanish: Native
- English: High
 - Level C1.

WORK EXPERIENCE

Producer & Level Designer

4 Developers / January-May 2025
3D Platform/Unity/ PC

- Time Killer
 - Sketching levels layouts and creating prototypes with probuilder tool (greyboxing).
 - Integrate gameplay elements like characters, objects, enemies and events.
 - Iterate the design and refining the levels until reach a high-quality standard.
 - Schedule the whole work pipelines.

Producer & Game Designer

35 Developers / March-November 2024
Investigation narrative puzzle/Unreal 5/ PC
Paranoia Studios

- Myrmica
 - Creating production plans with **Gantt** (Tom's Planner, Jira)
 - Using **team management** tools such as **hacknPlan**
 - Coordination of the team's escalation plans and help with communication between the different departments
 - Partnered with **QA** to triage bugs during beta, reducing blocker issues before submission
 - Organisation of **milestones** and stages of a project using **sprints**
 - Designing a system of interlocking missions
 - Develop the worldbuilding and character sheets for the story.

Producer & Narrative Designer

9 Developers / January 2024
2D Simulator /Unity/ PC

- The best years of your life
 - Investigation of mental problems for dialogue design
 - Help the team reach the main topic and coordinate the tasks

Game Designer

1 Developer / October-May 2023
Visual Novel/Twine/ PC

- The Lost Memories
 - Creation of an interactive narrative structure using the **Twine** tool

Producer & Game Designer

6 Developers / May-June 2022
2D Endless Runner/Unity/ Android

- Scape the prison
 - Schedule the whole work and progress tracking
 - Level design of an endless runner for mobile

Producer & Game Designer

8 Developers / January-May 2022
2D Unattended Multiplayer/Unity/ PC
Virtual Ravens Games

- XO Rivals
 - Project tracking using dailys with the team
 - Design the implemented 2D mini-games

Producer & Game Designer

4 Developers / February-May 2021
2D Local-Multiplayer/Phaser/ PC
Virtual Ravens Games

- Origins
 - Organise and assign team tasks using Trello
 - Multiplayer-level design in a top-down view

Producer & Game Designer

4 Developers / February 2021 (Game Gen Jam)
2D Platform/Unity/ PC
Virtual Ravens Games

- Looping cristal
 - Ability to organise and manage tasks under pressure during a short development period
 - 2D platform-level design with tiles in Unity
 - Designing mechanics for 2D platform levels

SKILLS

- Conflict resolution and communication
- Project management
- Innovative problem solving
- Risk evaluation

TOOLS

Organizational



Art



Engines

