

IGNACIO CALLES QUINTERO

GAME DESIGNER

ASSISTANT PRODUCER

ABOUT ME

I am a designer and producer with over two years of experience in video game development at indie studios.

I am a decisive, communicative, and highly creative person. I am also passionate about video games with a strong narrative.

Passionate about cinema and literature, I also write short stories and novels in my spare time.



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[Portfolio](#)



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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).
 - Iterate the design and refining the levels until reach a high-quality standard.
 - Integrate** gameplay elements like characters, objects, enemies and events.
 - Supervision** of the artistic and technical development of the game.
 - Analyse** post-release metrics and gather player **feedback** to improve future projects.
 - Schedule the whole **work pipelines**.

Producer & Game Designer

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

- Myrmica
 - Design a system of interlocking missions with a **system of clues** and discoveries that guide the player without breaking **immersion**.
 - Develop the **worldbuilding** and **character** sheets for the story.
 - 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.
 - Ensure the delivery of **promotional** materials such as **trailers** and **demos**.
 - Organisation of **milestones** and stages of a project using **sprints**.

Producer & Narrative Designer

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

- The best years of your life
 - Co-write dialogue implemented through an action-consequence system.
 - Investigation of mental problems for dialogue design.
 - Help the team **reach** the main topic and **coordinate** the tasks.
 - Review** internal builds and **playable versions** to ensure **product quality**.

Producer & Game Designer

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

- Scape the prison
 - Design of mechanics and elements for a mobile endless runner game.
 - Design and implementation of music and sound effects
 - Schedule** the whole work and **progress tracking**.
 - Oversee **launch** preparations: **marketing** and publication on different **platforms**.

Producer & Game Designer

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

- XO Rivals
 - Document** the level design and **mechanics** in a clear and detailed **GDD** (Game Design Document).
 - Project **tracking** using **dashboards** with the team.
 - Facilitate internal **communication** and resolve **conflicts** or blockages between departments.

Producer & Game Designer

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

- Looping cristal
 - Designing **mechanics** for 2D platform levels.
 - Ability to **organise** and **manage** tasks under **pressure** during a short development period.

SKILLS

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

TOOLS

Organizational



Art



Engines

