Fernando Barroso

Game & Level Designer

PROFILE

"I have deep passion for games, movies, and really any media that can entertain or send a message.
I like to think of myself as quick witted, organized, creative, and insightful. As an avid consumer of media, I am constantly learning new things about the world around me and using that knowledge to delight players with fresh experiences."

SKILLS

TOOLS
Unreal Engine 4.12+
Unity 5.12+
C#
C++
Blueprints

BONUS
Blender
Maya
Jira
Photoshop
Illustrator
Excel

LANGUAGE

Spanish - Native Speaker
English - Fluent / Bilingual

CONTACT

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+34 683 54 75 80

EDUCATION

[2016 - Present] **Videogame Design and Development**
Universidad Rey Juan Carlos (Madrid, Spain)

[2019 - 2020] **Game and Interactive Media Design**
High Point University (North Carolina, USA)

WORK EXPERIENCE

[Jan 2020 - Apr 2020] **Front End Developer**
Mydance.zone (Madrid, Spain)

DESIGN

- Deep understanding of game and level design process and pipelines, along with agile methodologies.
- Broad skill set and cross discipline skills.
- Strong familiarity with visual scripting languages.
- Creating Design documents, from one page designs to GDD's.
- Rapid prototyping of game mechanics and level blockouts.
- Frequent playtesting and documenting user feedback and reations.

COLLABORATION

- Communicating complex ideas in a clear and concise description.
- Experience working with a team.
- Working to quickly integrate to new teams and adapt to their practices.
- Able to deliver feedback in a positive and constructive manner