

BORJA MARTÍNEZ REQUENA

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📍 Madrid, Spain

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[Portfolio - Borja Martínez](#)

ninfer.itch.io

github.com/Ninfer

SKILLS

- Game Design
- Narrative Design
- Production in Agile Methodologies
- Technical programming skills
- Creative writing

TOOLS

- Unity
- Unreal Engine
- Photoshop and prototyping (sketching) tools
- Advanced knowledge of C#, C++, Python

OTHERS

- Git
- Trello, Excel and project management tools

WORK EXPERIENCE

Game Designer & Producer

2022 - Present

Junior Manager in charge together with another producer of **guiding a technical development and art team** from concept and ideation of games to completion and final delivery. *Junior Game Designer* was the main role, focused on creating documentation for the projects, **prototyping and sketching different aspects of game design** (level design, mechanics...), **narrative cohesion** of all aspects of the game and evaluating the technical feasibility with the development team. All this work done in the **RECOTechnology studio**.

Voleibol player

2015 - Present

High-performance athlete in different categories and clubs from an early age. Currently playing in the Men's Superliga 2 from Spain.

EDUCACIÓN

Rey Juan Carlos University

2018 - 2023

VIDEOGAME DESIGN and DEVELOPMENT degree at the URJC's Higher Technical School of Computer Science, specialized in the design and narrative of videogames as well as in-depth technical programming knowledge due to the nature of the school.

LinkedIn

2021 - Present

- User Experience (UX) advanced. 2021. Online.
- User interface designer (UI) advanced. 2021. Online.

Udemy

2020 - Present

Narrative Design and Script for Videogames. 2020. 6 h. Online.

Languages

Spanish: Native.

English: B2. Professional core competence.