

BORJA MARTÍNEZ REQUENA

✉ borja.martinez.requena.16@gmail.com

☎ +34 680717959

📍 Madrid, Spain

[linkedin.com/in/borja-martinezr](https://www.linkedin.com/in/borja-martinezr)

[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.

EDUCATION

Rey Juan Carlos University

2018 - 2023

VIDEOGAME DESIGN and DEVELOPMENT degree at the URJC's Higher Technical School of Computer Engineering Science (ETSII), 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.