

Raúl Carneros

Game Designer

► CONTACT



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C/Hermanos Machado 28660

► SKILLS AND HABILITIES

- Programming knowledge with **C# in Visual Studio (Unity)**.
- Programming knowledge with **BluePrints (Unreal Engine)**.
- Remarkable knowledge in writing Game Design Documents (GDD, Pitch, etc.).
- Agile tools knowledge for videogames organization and testing (**Jira, Trello, Notion**).
- Personal project published on Steam.
- Adobe Creative Suite (PS, AI, ID) Office tools: Word, Excel, PowerPoint.
- **Top marks in Game Design** subjects (2nd and 3rd year)

► LANGUAGES

- **Spanish: Mother tongue**
- **English: First Certificate in English - Cambridge.**

► WORK EXPERIENCE

GAME DESIGNER - LEVEL DESIGNER

Tessera Studios

2022 - Now

- Mechanic designer
- Level designer
- GDD documentation
- Balancing

QA TESTER - GAME DESIGNER ASSISTANT

Lingokids

2022 - 2022

- Web and videogames testing
- Bug report in GitHub
- Game Design assistance

GAME DESIGNER

Telefónica

2020 - 2021

- Mechanic designer • UX design
- Game design documentation (GDD)
- Flowcharts

QA TESTER

Aluxion

2019 - 2020

- Web and app testing
- Bug report in Jira
- UX improvements for web UX

► ACADEMIC QUALIFICATIONS

VIDEO GAME DESIGN DEGREE

U-tad University Centre

Graduated

VETERINARY DEGREE

Alfonso X el Sabio University centre

2016-2018