Raúl Carneros

Game Designer

▶ CONTACT

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▶ 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, GitHub, Trello, Notion).**
- **Two projects 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

PROFESSOR - B.A. IN INTERACTIVE PRODUCT DESIGN
U-tad University

2024 - Now

- Professor in the subjects of "Introduction to Design" in first year and "Projects VI" in third year.

GAME DESIGNER - LEVEL DESIGNER
Tessera Studios

2022 - Now

- Mechanic designer
- Level designer
- GDD documentation
- Balancing

QA TESTER
Lingokids

2022 - 2022
- Web and videogames testing
- Bug report in GitHub

GAME DESIGNER
Telefónica

2020 - 2021

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

QA TESTER
Aluxion

20219 - 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