

## SANTIAGO RAMÓN PINEDO PEÑA

**Game Designer | UX/UI Specialist** Lerma, State of Mexico | +52 5638585480 | pollukenpinedo@gmail.com [Portfolio](#) [Behance](#) [Git Hub](#)

### PROFESSIONAL PROFILE

Game Designer and UX/UI Specialist with a strong foundation in software engineering. Passionate about creating immersive, user-centered gaming experiences. Experienced in leading design teams, from concept and GDD (Game Design Document) creation to interactive prototyping and direct collaboration with development teams. Proficient in Agile (Scrum) methodologies and design tools such as Unity, Figma, and Blender to bring the game's vision to life.

### GAME DESIGN EXPERIENCE

**Design Lead (Game Design & UX/UI) | Nebula Glitch Studios** *June 2024 - Present*

- Led and supervised a design team, delegating tasks and providing constructive feedback to ensure quality and consistency in game and UX/UI design.
- Authored and maintained Game Design Documents (GDDs), detailing game mechanics, level design, narrative, and contextual character design.
- Designed and defined user flows and information architecture for game interfaces, creating low and high-fidelity prototypes in Figma.
- Collaborated closely with the development team to translate high-level designs into technical and functional workflows, ensuring a faithful implementation of the product vision.
- Managed the design backlog and team workflow using Jira and ClickUp within an Agile framework, actively participating in sprints, dailies, and retrospectives.

### GAME PROJECTS

**Galaxy Shooter (2D Game) - Personal Project** *Technologies: Unity, C#*

- Designed and implemented key game mechanics, including shooting systems, power-ups, health management, and collisions.
- Programmed the logic for a Spawn Manager to control enemy wave appearances and a UI Manager to update the interface in real-time (score, lives).
- Developed player and projectile physics for a smooth and responsive gameplay experience.

**3D Shooter - Personal Project** *Technologies: Unity, C#, Blender*

- Implemented a first-person shooter (FPS) character control system, including movement, jumping, and shooting mechanics.
- Modeled and textured basic 3D assets in Blender, including environment props and obstacles, managing their UV unwrapping and shading process.
- Designed a basic level with cover dynamics and strategic lines of sight to enhance gameplay.

## ADDITIONAL PROFESSIONAL EXPERIENCE

### **Software Developer - AI & Automation | Estrateg-IA (Client: Ford) April 2024 - July 2025**

- Developed solutions for software testing automation.
- Implemented OpenCV for image and icon detection and interacted with automotive screens using Squish and CAN protocol.
- Automated over 150 test cases, significantly increasing software error detection by identifying at least 3 critical code errors per month.
- Worked within an international team, managing all code, documentation, and activity tracking in English.

### **Team Leader - Software Analysis & Design | Exhos Technology July 2023 - April 2024**

- Led requirements analysis, technical design, and low-level prototyping using Figma.
- Developed algorithms, proposed technical solutions, and coordinated with the development team to ensure project alignment.
- Conducted User Experience (UX) design and research.

## TECHNICAL SKILLS

- **Game Engines:** Unity, Unreal Engine (Basic), Godot
- **Programming Languages:** C#, C++, Python, Java
- **UX/UI Design & Prototyping:** Figma, Adobe XD
- **3D Modeling:** Blender (Modeling, UV Unwrapping, Shading)
- **Project Management:** Jira, ClickUp, Agile Methodologies, Scrum
- **Version Control:** Git, GitHub

## CERTIFICATIONS

- **SAFe 6 Scrum Master** - Scaled Agile, Inc.
- **User Experience (UX) Design Certificate** - Google | Coursera
- **Data Analysis by Google** - Coursera
- **Six Sigma Green Belt** - Estrateg-IA

## EDUCATION

**B.S. in Computer Engineering** (Specialization in Human-Machine Interaction) *Universidad Autónoma del Estado de México (2017 - 2023)*

## LANGUAGES

- **Spanish:** Native
- **English:** Professional Proficiency
- **Japanese:** Basic