Pablo Granado Valdivielso
Technical Designer

Port folio · GitHub · in

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CAREER PROFILE

Hello there! I'm Pablo, a **technical designer** with a degree in Game Design and a Master's in Game Programming. I have experience using **C++**, **C#**, and **visual programming** in published projects using **Unreal Engine 5** and **Unity**. Design-wise, I specialize in the fields of **UX Research**, **Play-testing**, and **Systems Design**.

Aside from Game Development, I'm developing a side career as an educator and a mediator in youth-courses. It has allowed me to develop my soft skills, improving my **adaptability**, my **proactivity**, and my approach to **conflict resolution** within a team.

RELEVANT EXPERIENCE

Zulo Interactive

Gameplay & Tools Programmer — Jan 2025 – Oct 2025

I implemented the **cover system** for **Lady Umbrella** from **prototyping to polish**. This included: The **movement system** used by players and AIs when covered, the **animation logic**, the **tools** used by combat designers to add covers to encounters, the in-cover **camera**, and the system's **documentation**.

I also coded multiple other **gameplay mechanics**, took ownership of **level optimization** in the project, and created and integrated multiple **VFXs**.

Solo Developer

UX Designer & Tools Programmer — Aug 2023 – Jan 2025

I designed, developed, and published **2 modular tools** for the Unity Engine:

The first tool allowed users to **create procedural maps** with little code (using the Wave Function Collapse algorhythm). I coded **custom Unity Editors** and **designed the tool's workflow** to fit real development requirements.

The second tool contained functionality to **procedurally ease** GameObject transformations. I also crafted **custom Unity Editors** and **documentation** for it.

UX Researcher & Programmer —————— Jan 2022 – May 2023

With the aim of developing an innovative inventory system, I undertook a **research project** focussed on **UX & UI Design**.

Through literature review and iterative **playtesting**, I added **player feedback** to the inventory and improved its **discoverability**. Additionally, I developed an **aim-assist system** to solve issues caused by the game's isometric perspective.

Solo Developer

HARD SKILLS ——————————————

- **C++**, **C#**, **Lua**, Visual Scripting.
- **Unreal Engine 5**, **Unity**, custom Game Engines.
- **UX** Design and Research, **Gameplay** Design, **Playtesting**.
- **Modular Tools** Development, **Source Control** workflows.
- VFX creation through **particle systems**.
- Basic **3D modelling** (Blender) and **2D image editing** (Adobe XD, Photoshop).

SOFT SKILLS ——————————————

- **Group management** and **conflict resolution**.
- **Adaptability** and **resilience.**
- **Proactivity** to identify and solve problems**.**

EDUCATION ——————————————

Advanced Program in Videogame Programming – Oct 2024 – Oct 2025

Master's program.

Focussed on **C++**, Unreal Engine 5, **IA** behaviour, and **engine architecture** and development.

U-Tad

Becoming a Technical Designer —————— May 2024

Intensive course on the role of **Technical Design**, **documentation** and **prototyping**.

Into Games

BA (Hons) in Game Design and Production — Sept 2019 – May 2023

Bachelor's Degree focussed in Game Design.

Performed **UX Design**, **QA** testing, and **Level Design**, as well as participated in a multidisciplinary team prototyping a mechanic for a company (under NDA).

Abertay University