



Port
folio



Pablo Granado Valdivielso

Technical Designer

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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 took ownership of **level optimization** in the project, created and integrated multiple **VFXs**, and reformulated big sections of the code base.



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 algorithm). 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.



Solo Developer

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.

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



U-Tad

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.



Into Games

Becoming a Technical Designer — May 2024

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



*Abertay
University*

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).