GAME DESIGNER



COMMUNICATOR

⊚ ⊕ ② @charliesnchez

 www.charliesnchez.com Check out my works!

+34 655343935

PROFESSIONAL EXPERIENCE

DESIGNER



BEAST ARTS

September 2020 - Present Madrid, Spain

Game, level, system and puzzle design in top level gamification pieces (PC, mobile, VR) for international brands like HYUNDAI, based on Unity and Unreal Engine. Direction and management of the department, and supervision of each gamification exercise.

MID GAME & LEVEL DESIGNER



PENDULO STUDIOS

March 2022 - February 2025 Level/puzzle design and prototyping for Tintin Reporter - Cigars of the Pharaoh Madrid, Spain

and other unannounced projects based on Unreal Engine. Development of GDD and use of group work methodologies through tools such as Notion and Slack.

JUNIOR NARRATIVE & GAME DESIGNER

December 2021 - March 2022



HEROBEAT STUDIOS

Development of game design documents for an unannounced project based on Unreal Engine. QA and design support during the final stages of development of Endling - Extinction is Forever.

EDUCATION



UNIVERSITAT JAUME I

AND DEVELOPMENT BACHELOR DEGREE

Castellón de la Plana, Spain

Barcelona, Spain



SOFT SKILLS

LEADERSHIP & DECISION MAKING

Based on my experience as director of HyperHype.es

CRITICAL THINKING

Trained during the weekly writing of reviews and essays

Result of five gamejams with people from all walks of life

PROGRAMMING LANGUAGES

BLUEPRINTS AND VISUAL SCRIPTING



C++, C#

HTML5, CSS3, JAVASCRIPT



Worked with C, Python, Kotlin, SQL, OpenGL, GLSL, Java, PHP, Phaser and assembly.

CERTIFICATES

UNREAL ENGINE 4 TRAINING COURSE

Granted by Carlos Coronado and Juan Gomila in 2020

YOUTH FREE TIME ACTIVITIES INSTRUCTION

Granted by the Sierra Nevada Association in 2017

CAR LICENSE

ADAPTABILITY

Earned from developing multiple projects on my own

Learned by monitoring and managing summer camps

CULTURAL SENSITIVITY

Given for a lifetime of art consumption

SOFTWARE

PHOTOSHOP, ILLUSTRATOR, FIGMA



NOTION, JIRA, TRELLO



GIT, PERFORCE, BITBUCKET





Worked with VEGAS Pro, Logic Pro, Blender, Motionbuilder, 3DS Max, ZBrush, Substance, Reaper and FL Studio.

PASSIONS

ESSAY READING URBAN CULTURE NIGHT DRIVING

TABLE GAMES GAME COLLECTING

TRAVELLING

LANGUAGES

NATIVE SPANISH LEVEL

ADVANCED

ENGLISH LEVEL (B2 CAMBRIDGE CERTIFICATE)

INTERMEDIATE

CATALAN LEVEL

ELEMENTARY

AWARDS



INTER-UNIVERSITY CHAIR OF NEW **GREEN TRANSITION**

Second position for the videogame IRIDESCENT

2021



OCULUS AUDIOVISUAL FESTIVAL

Finalist in the 'Best Short Film' category for OASIS

2019

OTHER SERVICES









PRODUCTION & **TEAM MGMT**