ALBERTO SÁNCHEZ ROMERO

GAME DESIGNER - LEVEL DESIGNER

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SUMMARY

I am a game and level designer deeply passionate about the gaming industry, both as a player and as a developer. I learn **new software fast** and love researching about game developing topics.

I am **skilled at public speaking and pitching**, and I thrive in collaborative group settings, effectively communicating with **colleagues from various disciplines.**

EXPERIENCE

- Pestilence (M.A, project)

Game Designer, Level Designer, Producer

- Collaboratively designed a first person stealth game **from the initial concept to the final iteration**
- Designed and built levels using **Unreal Engine 5**
- Built the **level streaming** logic of the map
- Added **scripts and logic** to the game world
- Undertook the role of producer and **managed the development team** using Scrum methodology

🎮 store.steampowered.com/app/2639350/Pestilence/

- Block Dasher (University project)

Level Designer, 3D Artist

- Designed and built **levels in Unity 3D**
- Used **MagicaVoxel** to create cubes and assets for the game

🕹️ slow-heat-index.itch.io/block-dasher

- Infoser Sistemas S.A

Unity Developer

- **Full stack developer** of a text to speech web app

HARD SKILLS

- **Programming Languages**
  - C#, C++, Python
- **Scripting Languages**
  - Unreal Blueprint
- **Game Engines**
  - Unreal Engine, Unity
- **3D Modeling Tools**
  - Blender, 3ds Max

EDUCATION

M. A. on Game Design (2023)
U-TAD, Madrid

Videogame Design & Development (2022)
Rey Juan Carlos University, Madrid

LANGUAGES

Spanish - Native

English - Professional proficiency (Cambridge C1)

PORTFOLIO

🕹️ albertosr173.itch.io

in linkedin.com/in/albertosanchezdev