

# Portfolio - Game Design & QA



## Personal Data

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## Projects

### Game Designer

As Game Designer, I participated in almost all of the parts and process for the creation of a videogame, but not limited to the development.

I also worked during the pre-production, presentation of the ideas and the communication between the development team and the client

- **Tom Clancy's The Division 2** (Consoles/PC)
  - In this project I mostly worked in Systems and Narrative Design, creating and integrating the most narrative-focused part of the game, the "Manhunt" (Later known as "Scouts").
  - I also worked on different areas, like UI, enemies (behaviors, abilities...)

[The Division 2 - Trailer](#)

[The Division 2 - Season 9](#)

[The Division 2 - Season 10](#)

[The Division 2 - Season 11](#)

[The Division 2 - Year 5 Season 1](#)

[The Division 2 - Year 5 Season 2](#)

[The Division 2 - Year 5 Season 3](#)

[The Division 2 - Year 6 Season 1](#)

[The Division 2 - Year 6 Season 2](#)

[The Division 2 - Year 6 Season 3](#)

- **Delicious - Emily's Road Trip** (Android and iOS)
  - In this project I worked in almost every creative and design aspect of the game: level design, mechanics, game design, narrative, UI, UX, storytelling...

[Link to App Store - Delicious - Emily's Road Trip](#)

- **Ryan's Rescue Squad** - (PS4, Xbox, Nintendo Switch and PC)
  - In this project I worked as Lead Game Designer and participated in every creative and design decisions of the game.

[Link to PS Store - Ryan's Rescue Squad](#)

- **The Last Kids on Earth and the Staff of Doom** - (PS4, Xbox, Nintendo Switch and PC)
  - In this project I worked in almost every creative and design aspect of the game: level design, mechanics, game design, UI, UX, storytelling...

[Link to PS Store - The Last Kids on Earth and the Staff of Doom](#)

- **Troll Jumper & Troll Jumper 2** (Android and iOS)
  - These two projects were the first ones I worked on during college.
  - I worked as a 2D artist, 3D artist and as a Game Designer.

[Link to Google Play - Troll Jumper 2](#)

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## Quality Assurance (QA)

For the next projects, I worked in all of the states and process of the QA department:  
**Bug Tracking, Bug Testing, possible localization errors, portability to consoles**

(following the TRCs of each console) such as: **PS4, XBOX One, Nintendo Switch, PS Vita and mobile apps.**

In some cases, I had to make some **Game Design decisions** for some aspects of the game (like the UI or the UX, *always with consent from the original creator*) to **ensure the quality** of the project in its different versions.

- **Albert and Otto** (PS4 and XBOX1)

[Link to the Playstation Store - Albert and Otto](#)

- **Slayaway Camp** (PS4, XBOX1 and Nintendo Switch)

[Link to the Playstation Store - Slayaway Camp: Butcher's Cut - Deluxe Edition](#)

[Link to the Microsoft Store - Slayaway Camp: Butcher's Cut](#)

[Link to the Nintendo Store - Slayaway Camp: Butcher's Cut](#)

- **The Aquatic Adventure of the Last Human** (PS4)

[Link to the Playstation Store - The Aquatic Adventure of The Last Human](#)

- **Ink** (PSVita, PS4 and XBOX1)

[Link to the Playstation Store - Ink](#)

[Link to the Microsoft Store - Ink](#)

- **Max: The Curse of Brotherhood** (Nintendo Switch)

[Link to the Nintendo Store - Max: The Curse of Brotherhood](#)

- **Slain: Back From Hell** (Nintendo Switch)

[Link to the Nintendo Store - Slain: Back From Hell](#)

- **Letter Quest Remastered** (Nintendo Switch)

[Link to the Nintendo Store - Letter Quest Remastered](#)

- **Fall of Light: Darkest Edition** (PS4 and XBOX1)

[Link to the Playstation Store - Fall of Light: Darkest Edition](#)

[Link to the Microsoft Store - Fall of Light: Darkest Edition](#)

- **Runbow** (PS4 and Nintendo Switch)

[Link to the Playstation Store - Runbow](#)

[Link to the Nintendo Store - Runbow](#)

- **The Coma: Recut** (Nintendo Switch)

[Link to the Nintendo Store - The Coma: Recut](#)

- **Omega Strike** (PS4, XBOX1)

[Link to the Playstation Store - Omega Strike](#)

[Link to the Microsoft Store - Omega Strike](#)

- **Bridge Constructor Stunts** (PS4)

[Link to the Playstation Store - Bridge Constructor Stunts](#)

- **Bridge Constructor Portal**

[Link to the Playstation Store - Bridge Constructor Portal](#)

- **Shikondo - Soul Eater** (PS4)

[Link to the Playstation Store - Shikhondo: Soul Eater](#)

- **Monster Slayers** (PS4, XBOX1)

[Link to the Playstation Store - Monster Slayers](#)

[Link to the Microsoft Store - Monster Slayers](#)

- **Reverse Crawl** (PS4)

[Link to the Playstation Store - Reverse Crawl](#)

- **Hacky Zack**

[Link to the Nintendo Store - Hacky Zack](#)

- **Frost** (PS4, XBOX1, Nintendo Switch)

[Link to the Playstation Store - Frost](#)

[Link to the Microsoft Store - Frost](#)

[Link to the Nintendo Store - Frost](#)

- **1979 Revolution: Black Friday** (XBOX1, Nintendo Switch)

[Link to the Microsoft Store - 1979 Revolution: Black Friday](#)

[Link to the Nintendo Store - 1979 Revolution: Black Friday](#)

- **Candle: The Power of Flame** (PS4, XBOX1, Nintendo Switch)

[Link to the Nintendo Store - Candle: The Power of the Flame](#)