

Hello there!

I am Andrés, 30, and I have been working in the videogame industry for over 7 years.

My most recent work was as Game Designer on “Tom Clancy’s: The Division 2” at Ubisoft Bucharest. Working on “The Division 2” project for over 3 years, I gathered experience in RPG games systems, narrative system and production processes using the Snowdrop Engine.

During my stay on this project, I was given the responsibility of several key game features, the main one being the GD ownership of the “Manhunt”, the most narrative driven part of the game which lets players enjoy playing in different missions while also progressing through the game’s story. I was in charge of designing and integrating multiple features from macro to micro level, always maintaining and updating Confluence documentation for our team, supervising the implementation by other job families as well as a lot of in-engine data and systems work.

Through a close and productive collaboration with the GPP, LD, UI, Devtesters and Tech people we were able to ship the seasonal content in a polished state and within a positive work environment. During this production I am glad to say I became the point of contact for any design-question from directors and other job families about my ownerships. Overall, it was a truly enriching and important experience for me, working in an international context in collaboration with Massive Entertainment, gaining experience in the Snowdrop production pipeline and in-engine work as well as meeting and collaborating with dozens of colleagues from every job family towards and exciting goal.

This is why I am confident that I could become a useful member of the Game Design team if I were to join any project. Also, I have huge interest in the Narrative Design, in fact I participated on it directly while working on different projects along my career. I would love to have an opportunity to learn and help in all I could about it.

Thank you very much for reading me, I am looking forward to hearing from you soon!

Andrés Conde