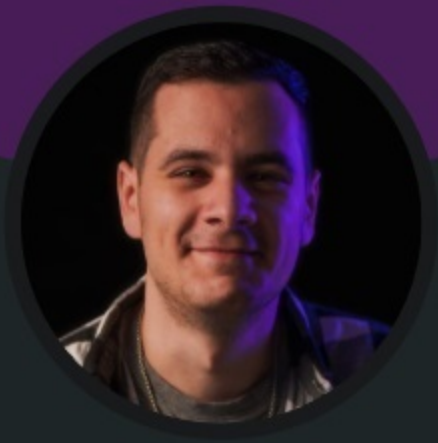






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

Game Designer & QA












## Personal details

-  andres.conde@hotmail.com
-  (+34) 672 082 387
-  Madrid, Spain
-  linkedin.com/in/andres-conde-herranz

## Languages

-  Spanish - Native
-  English - Professional proficiency

## Skills

-  Game Design
-  Narrative Design
-  QA and Testing
-  User Experience
-  Teamwork
-  Snowdrop Engine
-  Confluence
-  Mantis
-  JIRA

## Profile

Passionate **Game Designer** and QA with hands-on experience in the video game industry, specializing in **game mechanics, systems and narrative**.

At **Ubisoft Bucharest**, I contributed to the development of AAA titles such as "Tom Clancy's: The Division 2", collaborating with multidisciplinary teams to create immersive and engaging gameplay experiences using the **Snowdrop Engine**. Highly adaptable to **agile environments**, I work to ensure high-quality game experiences. Strong communication and teamwork skills allow me to work effectively across disciplines, ensuring seamless integration of design elements.

At **Stage Clear Studios**, I worked alongside the Programming Team in the Quality Assurance and Development Testing teams to ensure a high-quality game experience for different targets to reach the optimal and desired results. In addition to that, I highly contributed to the development of **multiplatform titles** as Game Designer, such as "Delicious - Emily's Road Trip", "The Last Kids on Earth and the Staff of Doom" or "Ryan's Rescue Squad", where I was the Lead Game Designer.

My academic background in **Game Design** is complemented by specialized training in **Interactive Narrative** and **User-Centered Design**, reinforcing my ability to create compelling and player-focused experiences.

## Education

**ESNE - School of Videogames Design and Development** 2012 - 2016

## Employment


**Game Designer** 2021 - Feb 2025  
Ubisoft

**Game Designer** 2018 - 2021  
Stage Clear Studios

## Shipped Titles as Game Designer

- Tom Clancy's: The Division 2
- Ryan's Rescue Squad
- The Last Kids on Earth and the Staff of Doom
- Delicious - Emily's Road trip

## My work as QA

-  Albert and Otto (PS4 and XBOX1)

- Slayaway Camp (PS4, XBOX1 and Nintendo Switch)
- The Aquatic Adventure of the Last Human (PS4)
- Ink (PSVita, PS4 and XBOX1)
- Max: The Curse of Brotherhood (Nintendo Switch)
- Slain: Back From Hell (Nintendo Switch)
- Letter Quest Remastered (Nintendo Switch)
- Fall of Light: Darkest Edition (PS4 and XBOX1)
- Runbow (PS4 and Nintendo Switch)
- The Coma: Recut (Nintendo Switch)
- Omega Strike (PS4 and XBOX 1)
- Bridge Constructor Stunts (PS4)
- Bridge Constructor Portal (PS4)
- Shikondo - Soul Eater (PS4)
- Monster Slayers (PS4 and XBOX1)
- Reverse Crawl (PS4)
- Hacky Zack (Nintendo Switch)
- Frost (PS4, XBOX1 and Nintendo Switch)
- 1979 Revolution: Black Friday (XBOX1 and Nintendo Switch)
- Candle: The Power of Flame (PS4, XBOX1 and Nintendo Switch)