

Joaquin Alvarez

Game & Level Designer

 [Linkedin](#) |  [Portfolio](#) |  [Itch.io](#) |  [+54 9 11 5487-5612](#) |  joaquin.alvarez.w2002@gmail.com

SUMMARY

Game developer with strong technical skills in Unity and C# scripting. Experienced in designing engaging levels, prototyping mechanics, and supporting game development with both creative and technical expertise.

PROFESSIONAL EXPERIENCE

Level Designer | Unity Developer - [Hauntysoft](#)

December 2024 - Present

- Design and implement levels for JUMPCORE.
- Write C# scripts for game features and mechanics.
- Collaborate with the team to ensure polished gameplay.
- Lighten and texture levels to archive beautiful scenes.
- Game direction for JUMPCORE.

Assistant Professor: Game Prototyping - [Image Campus](#)

August 2025 - Present

- Assist in teaching Unity, C# scripting.
- Show students key elements of the engine like ProBuilder and Scriptable Objects.

QA Testing Professor - [Instituto MAS](#)

January 2024 - August 2025

- Delivered a course on bug reporting, test case creation and other key topics of the field.

PROJECTS

JUMPCORE - Game Project

- [Indie first person 3D platformer](#). Currently on development.
- Entered Image Campus [IC-CUBE Incubation Program](#).
- Showcased at [EVA 2025](#).

Liminal Doom II - Game Mod

- [DOOM II mod](#) which takes place in "liminal" themed maps.
- Awarded as [one of the best DOOM mods of 2024](#) for its unique level design and gameplay.
- [Gameplay Video Link](#).

EDUCATION

Videogame Design and Production - Image Campus

March 2023 - July 2025

Professional Training in Game QA - Image Campus

March 2022 - October 2022

SKILLS

HARD:

- C# Scripting
- Level Design
- Environment Art
- Lighting
- Gameplay Design
- Combat Design
- Puzzle Design
- Technical Writing
- Game Documentation
- Game Prototyping
- Bug Report

SOFT:

- Communication
- Collaboration
- Adaptability
- Time Management
- Creativity
- Problem-Solving

TOOLS:

- Unity
- ProBuilder
- Git
- Photoshop
- Miro
- Google Docs / Sheets
- Notion
- Clickup / Trello
- Jira

LANGUAGES

- Spanish - Native
- English - Advanced (C1)

REFERENCES

[Barbara Cerrudo](#):

- Game Designer at [Agonalea Games](#).

[Agustín Pérez Fernández](#):

- Developer. [Go Slimy Go!](#)