



# DAVID CALVO

GAME DESIGNER

## PERSONAL PROFILE

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As a game designer, I love to create and ensure enjoyable experiences. My previous work experience with the game engine points me as a sort of technical/integration designer, ready to work hand to hand with the engine and the rest of the team

## CONTACT

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## WORK EXPERIENCE

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### LEVEL DESIGNER

CRITICAL MISS (UNI PROJECT) | OCTOBER 2019 - MAY 2020

- Live design documentation
- Level design from concept to final implementation (white/grey box, collision and prop placement)
- Minor stats balancing, ability tree and RPG progression
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<https://store.steampowered.com/app/1298740/Hopebringers/>

### ART GENERALISM

YOKAICADE | JUNE 2020 - AUGUST 2021

- Low poly retro modeling and animation (unity animator)
- Unity VFX editing
- Major features and core gameplay design

<https://meteorbytestudios.com/ignitedsteel/>

[https://store.steampowered.com/app/1550740/Ignited\\_Steel\\_Mecha\\_TBT/](https://store.steampowered.com/app/1550740/Ignited_Steel_Mecha_TBT/)

## EDUCATION

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### U-TAD

INTERACTIVE PRODUCTS AND VIDEOGAME DESIGN DEGREE | SEPTEMBER 2016 - JULY 2020

- Game and level design theory and practice
- Prototyping in C# and Unreal Engine blueprints
- Producing and agile work methodologies
- Steam released project