



# SEBASTIÁN VILLAMAYOR

## Game Development Generalist

### EXPERIENCE

#### **Freelance Game Developer**

Impossible Games | 2023-4

- Project Lead in Work-For-Hire projects.
- Game Design, Writing, Music, Sound Design, Programming.
- Software development for local and international clients.

#### **Game Designer**

Posibillian Tech | 2021-2023

- Was in charge of creating, prototyping, documenting, communicating and supervising game designs to fulfill a creative direction brief for "Romance GO", an upcoming mobile game.
- Did general game design of: systems, gameplay, levels, features, monetization, narrative, UX, writing and analytics.
- Led and coordinated multidisciplinary development teams comprised of engineering, art and design professionals.
- Did associate-level Project Management using Agile Development Methodology, SCRUM, tasks tracking, client/stakeholder communications, alongside Production Lead.
- Planned and executed Pre-Production, Production, and Post Production of projects.

#### **Quality Control Professional (QC/QA)**

Posibillian Tech | 2021

- Performed extensive testing and reporting for a live service game.
- Was in constant collaboration with development team.

#### **Lead Level Designer**

Posibillian Tech | 2022

- Led a team of level designers to create experiences for a The Sandbox, a, with a renowned IP.
- Collaborated with Devoted Studios and The Sandbox team's remotely.

### GAME CREDITS

#### "ETTIOS" - 2023 - [Link](#)

#### "Panjam" - TBA - [Link](#)

#### "Romance GO" - Release date TBD - [Link](#)

- Principal Game Design, Sound Design, Musician, Writer, Associate Producer.

#### **Experiences for "The Sandbox" - PC - 2022**

- Lead Level Designer.

#### **"Coin Hunt World" - Android/iOS - 2021-2022**

- Live Ops, Customer Support

### SKILLS

- General Game Design.
- Game Production and Project Management.  
Game Music & SFX, Design and
- Production. Composing, Layering, EQ, Mixing.
- Game Development in Unity/C#.  
Dialogue, Narrative, Character,
- Plot, Worldbuilding and documentation writing.
- 2D Animation for Characters and UI, with a focus on Game Feel and Juice.
- 2D Pixel Art.  
Fluent in the English Language:
- Writing, Translating, Interpreting, Localizing.

### EXPERIENCE USING

- Version Control Software(Git).
- Game Engines: Unity, Unreal, Renpy
- Flowcharts and Documentation: Confluence, Figma, Mural.
- Project/Task tracking platforms: Clickup, Trello, Taiga.
- Digital Audio Workstations (DAWs): FL Studio, Reaktor
- C# programming language.
- Aseprite/Libresprite
- Adobe Premiere

### HIGHLIGHTS

- International Game Developers Association Paraguay Board Member (IGDAPY)
- Attended Game Developers Conference 2023 in San Francisco, CA.

### CONTACT



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