Ricardo CABALLERO

[G a m e   D e s i g n e r]

Canary Islands, Spain 🏠
(+34) 667-265-008 📞
rcaballero.pascual@gmail.com ✉️
rcaballeropascual.com 🌐

*Designer with nearly seven years of experience developing narrative-driven games. Shipped six titles across original IPs and major franchises such as **'Teenage Mutant Ninja Turtles'**. Strong eye for detail, collaborative mindset, and a commitment to crafting engaging, memorable player experiences.*

Career Objective

To continue designing narrative experiences that resonate with players and leave an indelible mark on them. I want to be part of a multidisciplinary team where creativity and attention to detail are valued and nurtured in order to bring ambitious projects to life.

Work Experience

AUGUST, 2025 – CURRENT

FREELANCE LEVEL DESIGNER / Independent Contractor

- **Collaborated with my former studio** to help **finalize *'Ironskins'*** after the team reduction, ensuring continuity and quality in the project's final stages.

- **Polished** and **refined** existing **levels** to improve pacing, readability and overall player experience.

- **Designed** and **implemented additional cinematics sequences** and **in-game texts** to support narrative beats and enhance gameplay flow.

- **Identified**, **tested** and **resolved logic issues** across levels and scripted sequences, improving stability and consistency.

  Tools & Engines: Unity, C# & Plastic SCM.

FEBRUARY, 2023 – AUGUST, 2025

GAME DESIGNER / AHEARFULOFGAMES, Madrid
SPECIALIZING IN NARRATIVE, QUEST & LEVEL DESIGN

- **Led the design and implementation of cinematic sequences** for **'Ironskins'**, ensuring narrative cohesion and integration with mission structure and logic.

- **Co-designed and iterated levels** for an unannounced project and for **'Ironskins'**, refining spaces, combat flow, cover placement and designed encounters that integrate AI, combat systems, and narrative beats.

- **Collaborated closely** with narrative, art, and animation teams to design and implement multiple quests and interactive cutscenes for **'*Teenage Mutant Ninja Turtles: Mutants Unleashed'*** (2024).

- **Served as Quest Designer** on two unannounced projects focused on exploration and puzzle-solving, shaping mission structure, pacing, and narrative-driven gameplay.

Tools & Engines: Unity, C#, Plastic SCM & Photoshop.

OCTOBER, 2020 – JANUARY, 2023
GAME DESIGNER / Drakhar Studio, Tenerife
SPECIALIZING IN NARRATIVE, QUEST & LEVEL DESIGN

- **Spearheaded the level and game design of '*Cry Babies Magic Tears: The Great Game*'** (2023) and an unannounced 3D open-world project. Coordinated with programming, art, and narrative to ensure cohesive player experience and owned full levels from concept to final polish.

- **Co-led on level and puzzle design** for **'*PAW Patrol The Movie: Adventure City Calls*'** (2021) and **'*Hotel Transylvania: Scary-Tale Adventures*'** (2022). Designed and iterated level blockouts from early greybox to final polish.

- **Redesigned the narrative branching system** and gameplay proposal for **'*One Night*'**, a VR horror experience.

- Led the **initial quest** and **level design** for an unannounced open-world project in which players revisited the same locations across different eras, developing early systems to support the game's time-travel mechanics and **prototyping** the first missions and level designs.

Tools & Engines: Unity, C# & SourceTree.

SEPTEMBER, 2019 – SEPTEMBER, 2020
NARRATIVE & QUEST DESIGNER / Null Reference Studio, Madrid

- **Spearheaded the narrative and quest design of '*Burn Me Twice*'** (2020), shaping the game's story structure and player progression.

- **Wrote the full game script, including branching dialogue and all in-game text**, earning the 'Tell Me a Story' award at IndieDevDay 2020**.**

- **Designed all NPCs and their behaviour routines**, ensuring a lively, reactive world that supported both narrative and gameplay.

Tools & Engines: Unity, C#, SourceTree, Twine & Photoshop.

SEPTEMBER, 2016 – JUNE, 2018
NARRATIVE DESIGNER / Black Sorrows Team, Madrid

- **Designed core gameplay and narrative systems for Black Sorrows**, a VR horror experience showcased at ESVR, and Madrid Gaming Experience 2018.

- **Contributed to VFX and overall game design**, supporting atmosphere, pacing, and immersion.

Tools & Engines: Unreal Engine & Blueprints.

Core Skills

- Prototyping
- Level blockouts & metrics
- Encounter design & combat flow
- Puzzle design
- Environmental storytelling
- Narrative design & world building
- Dialogue writing & narrative integration

Software

- Unity
- Unreal Engine 4 & 5
- C# & Blueprints
- Adobe Photoshop & Illustrator
- Adobe Premiere Pro

Education

2016 – 2020
OFFICIAL BACHELOR DEGREE IN GAME DESIGN
University of Technology, Arts and Design (U-TAD)
Graduated with honors in Usability and Testing, Game Mechanics and Game Design.

2024 – CURRENT
LAW DEGREE
NATIONAL DISTANCE EDUCATION UNIVERSITY (UNED)
Currently pursuing legal studies while working in the video game industry, with interest in IP law and creative rights.

Languages

English — Advanced (C1.1)

Japanese — Beginner (N5)

Spanish — Native speaker

Key Achievements

AWARDS
- IndieDevDay 2020 – Tell Me a Story
- Fun&Serious 2020 – BBK New Talents
- GWDC Awards - Hobby Game of the Year

INTERNATIONAL REPRESENTATION
- Represented Null Reference at the GWDC 2021, with visits to Helsinki studios like Rovio and Supercell.