





# Ricardo CABALLERO

## [Level Designer]

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*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

FEBRUARY, 2023 – AUGUST, 2025

### LEVEL DESIGNER & GAME DESIGNER / AHEARFULOGAMES, Madrid

- Contributed to **level design** on an unannounced project and on 'Ironskins', refining spaces, combat flow, cover placement and designed encounters that integrate AI, combat systems, and narrative beats.
- **Designed and implemented cinematic content** for 'Ironskins', ensuring narrative cohesion and alignment with the game story.
- **Created and integrated cutscenes** for 'Teenage Mutant Ninja Turtles: Mutants Unleashed' (2024), maintaining smooth progression within the quest system.

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

OCTOBER, 2020 – JANUARY, 2023

### LEVEL DESIGNER / Drakhar Studio, Tenerife

- **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.

**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.

## **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.

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## **Core Skills**

- Level blockouts
- Encounter design & combat flow
- Level metrics
- Narrative integration
- Environmental storytelling

## **Software**

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

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## **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.