





# Ricardo CABALLERO

## [Game Designer]

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*Detail-oriented Game Designer with 5+ years of experience in AA game development, where my focus was primarily placed on narrative and mission/quest design. I have contributed to the launch of six titles, including original projects and others based on major IPs such as "Teenage Mutant Ninja Turtles".*

## Career Objective

My goal is to keep 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

### **NARRATIVE & GAME DESIGNER / AHEARFULOGAMES, Madrid**

- Working with the team **designing and implementing several cutscenes** for "**Teenage Mutant Ninja Turtles: Mutants Unleashed**" (2024), ensuring their integration into the quest progression.
- **Led the design and implementation of cinematic sequences** for "**Ironskins**" (upcoming release), ensuring narrative cohesion and integration with mission structure and logic.
- **Contributed to the redesign of core gameplay mechanics** in "**Ironskins**", taking ownership of weapon balancing iteration and the creation of a new character trait system.

OCTOBER, 2020 – JANUARY, 2023

### **GENERAL GAME DESIGNER / Drakhar Studio, Tenerife**

- **Spearheaded the quest and game design** of "**Cry Babies Magic Tears: The Great Game**" (2023), working closely with the Programming Team and Animation Team during the development.
- **Co-led on level and puzzle design** for "**PAW Patrol The Movie: Adventure City Calls**" (2021) and "**Hotel Transylvania: Scary-Tale Adventures**" (2022).
- **Redesigned the narrative branching system** and gameplay proposal for "**One Night**", a VR horror experience.

SEPTEMBER, 2019 – SEPTEMBER, 2020

## NARRATIVE & QUEST DESIGNER / Null Reference Studio, Madrid

- Spearheaded the narrative and quest design of *“Burn Me Twice”* (2020), and wrote all the texts within the game, including the **game script**, which featured **branching options**. My work received the “Tell Me a Story” award at IndieDevDay 2020.
- Designed all characters (NPCs) and their respective **behaviour routines** in *“Burn Me Twice”* (2020), being responsible for making the world feel alive.
- *“Burn Me Twice”* (2020) has been **awarded** as the **best game made by students** in three major international game festivals: **Gamelab 2020 (Spain)**, **Fun&Serious 2020 (Spain)** and **Game Development World Championship 2020 (Finland)**.

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## Fields

- Game design
- Quest design
- Level design
- Narrative design
- Narrative writing
- QA testing
- Research
- Documentation

## Software

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

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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

## Interests

- Reading novels and writing stories
- Urban legends and local folklore
- Tabletop role-playing games
- Survival Horror games