

Ricardo CABALLERO

[Level Designer]

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

FEBRUARY, 2023 – AUGUST, 2025

LEVEL DESIGNER & GAME DESIGNER / AHEARFULOFGAMES, 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 ESRV, and Madrid Gaming Experience 2018.
- Contributed to VFX and overall game design, supporting atmosphere, pacing, and immersion.

Tools & Engines: Unreal Engine & Blueprints.

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

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.