

Ricardo CABALLERO

[Level Designer]

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Detail-oriented designer with 5+ years of experience in AAA game development, where my focus was primarily placed on level and narrative 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 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

- Following an internal promotion to the **Level Design team**, I contributed to an **unannounced project** focused on exploration and puzzle-solving, with a strong narrative component.
- Contributed to the level design for "**Ironskins**" (upcoming release) by refining combat spaces, repositioning covers and tuning enemy encounters to maintain gameplay flow.
- Worked 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.

OCTOBER, 2020 – JANUARY, 2023

LEVEL DESIGNER / Drakhar Studio, Tenerife

- Spearheaded the level 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)**.

Fields

- Game design
- Level design
- Quest 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

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