

# Samuel Díaz – Game Developer

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## Professional Summary

Innovative game developer with 10+ years of experience designing engaging gameplay, building immersive worlds and leading cross-functional teams from concept to launch. Expert in Unity and Unreal Engine, with strong skills in AI scripting, level design and narrative integration.

## Core Skills

- Game & Level Design
- Unreal Engine / Unity
- C# / Blueprint / Python
- AI Behaviour Trees
- Agile Leadership
- Narrative Design
- UX-Focused Iteration

## Work Experience

Senior Level Designer · Creative Studio X (2021 – Present)

Led a 6-person design team creating 15 AAA levels, increasing player retention by 18%.

Game Designer · Indie Games Y (2017 – 2021)

Designed combat and progression systems for award-winning metroidvania (90+ Metacritic).

QA Analyst → Junior Designer · AAA Games Z (2014 – 2017)

Transitioned from QA to design; built NPC scripting tools adopted across studio.

## Education

B.Sc. in Computer Science · Universidad de Las Palmas (2010 – 2014)

Master in Game Development · Universidad Complutense (2015 – 2016)

## Languages

Spanish (native), English (fluent), French (conversational)