

Contactar

Las Palmas de Gran Canaria
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Aptitudes principales

Game Design
Prototyping
Game development

Languages

Español (Native or Bilingual)
Inglés (Full Professional)

Samuel Diaz

Game Designer and Producer | Technical Designer | Game Prototyping | QA Specialist
Las Palmas y alrededores

Extracto

I'm a Technical Designer with experience in level design and game prototyping. Focused on creating engaging and well-crafted player experiences, my background in QA testing has shaped a quality-first mindset, allowing me to identify potential issues early and ensure every feature meets a high standard of polish and functionality.

I've worked extensively with Unity, Unreal Engine, and Jira, and I also have hands-on experience with VR development. My strength lies in bridging the gap between creative design and technical implementation, ensuring that ideas are translated into functional and enjoyable gameplay experiences.

Experiencia

Casual Brothers Ltd

Game Designer and Producer
febrero de 2025 - Present (4 meses)
Las Palmas de Gran Canaria, Canarias, España

Sala Scala

Desarrollador de videojuegos
noviembre de 2024 - febrero de 2025 (4 meses)
Las Palmas de Gran Canaria, Canarias, España

No Brakes Games

Technical designer/QA
mayo de 2021 - noviembre de 2024 (3 años 7 meses)
Santa Cruz de Tenerife, Canarias, España

Autónomo

Desarrollador de videojuegos
mayo de 2021 - febrero de 2023 (1 año 10 meses)
Santa Cruz de Tenerife, Canarias, España

Collaboration with the University of La Laguna in a European project for the training of professionals in the health sector through gamification and different interactive visualizations.

Educación

UNIVERSAL ARTS SCHOOL

Doble máster en diseño y programación /dual master degree on game design and programming · (septiembre de 2020 - agosto de 2021)

Universidad de La Laguna

Conservación y restauración de Bienes Culturales, Bellas Artes · (2016 - 2020)