

Sebastián Torrente Carrillo

Addendum II: Experience

2006–Present **Freelance Card Game Designer**, *Edge Entertainment*.

Co-creator and Main Designer of the card game 'Crisis: Tokyo', of future release in three languages.

- Won the board game design contest (card game category) thanks in no small part to the creation of a convincing prototype and a good pitch.
- Learned all the aspect of the design and management of a product, given that *Edge Entertainment* gave us a lot of control (and responsibility) over all the process and the final say on every aspect.
- It was also a chance to take a lot of different roles and to collaborate with external teams: editors, illustrators, translators, beta testers...

2012 **Cutting firewood.**

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