



SKILLS

Game Development  Gameplay Design and Scripting, Level Design and Scripting, Gameplay Programming, Systems Design and Programming.

Programming and Math  C++, C, 3D Math

Engines  Unreal Engine 4, Unity 5, Source Engine, Creation Kit.

LATEST WORK



Technical Designer | 2018-Present




Studio Wildcard | [Atlas](#) 

UE4 | PC, PS4, XBOX

- Designed and implemented the game's melee combat system, using unreal blueprint and C++.
- Developed several of the game's weapons, including the sword, the mace, and the dual pistols.
- Modified *ARK's* animation system to allow the dual wielding of weapons.
- Scripted the Ship Captain mechanics -which allow players to remotely control all the cannons and weapons on their ship- using unreal blueprint and C++.



Technical Designer | 2016-2018

Studio Wildcard | [Aberration \(DLC, 2017\)](#) 
[ARK: Survival Evolved \(2017\)](#) 
[Scorched Earth \(DLC, 2016\)](#) 

UE4 | PC, XBOX, PS4

- Used unreal blueprint to design and implement the gameplay and AI of several creatures and enemies.
- Took part in the gameplay creative process and added gameplay mechanics to make the game's dinosaurs fun and entertaining.
- Designed and scripted major gameplay systems, including the Charge System in ARK: Aberration, used by creatures, weapons, and structures.
- Collaborated with animators and VFX artists to animate and create compelling creatures that resembled dinosaurs.

PREVIOUS WORK



Lead Level Designer | 2015/2019

SMU Graduate Program | [Gravitas](#)

UE4 | PC (Steam 2019) 

"Gravitas" is a first-person 3D puzzle game inspired by Portal, where players can use gravity-manipulation powers.

- Led the team's level design department, coordinating all the level designers, and making sure that all deadlines were met.
- Designed and scripted puzzles for five of the game levels.
- Collaborated with the programming team to implement the main game mechanic, the ghost gravity-fields.
- Drove the creative process behind the game's level design and made sure that all levels had consistent design and difficulty.



Systems Designer / Scriptor | 2016

[Master's Thesis](#) 

UE4 | PC

"Creating narrative-oriented systems for a Point and Click adventure in Unreal Engine 4"

- Created several systems and tools that designers can use to make Point and Click games in Unreal Engine 4.
- Designed and programmed a branching dialog system with voice-over capabilities.
- Scripted an environment interaction system, in the style of classic Point and Click adventures.
- Created a Point and Click user interface, that included an inventory and character diary.



Level Designer / Scriptor | 2014

Personal Project | [Skyrim](#) 

Creation Kit

"Terra's Dream" is a Skyrim level that takes place inside an ill Prince's dream.

- Designed and implemented unique mechanics never seen before in Skyrim
- Designed and scripted a magic portal that flips levels upside-down.
- Used the Papyrus language to create a spell that allows players to reveal the truth behind optical illusions.
- Wrote and scripted a branching story based on player's choices that led to two different endings.

EDUCATION


Master's in Interactive Technology – Level Design

SMU Guildhall | 2014-2016

Dual degree in Computer Engineering and Math,

Universidad Autónoma de Madrid | 2008-2013



GDC Platinum Winner, Narrative Review Competition 
for the Narrative Review of the game Braid.



E3 College Game Competition Finalist 2016
for the game *Gravitas* (Lead Level Designer)

OTHER WORK