

PABLO MARTÍNEZ LÓPEZ

T E C H N I C A L G A M E D E S I G N E R

PROFILE

Game and Level designer with technical background and programming experience in the development of multiple videogame projects. Winner of one game jam, development enthusiast and great communicator.

CONTACT

+34 618 222 608

pabloml.dev@gmail.com

Granada, Spain

WEB PORTFOLIO

<https://pablomartinezlopez.github.io/>

LANGUAGES

Spanish - Mother tongue

English - C1 (Not certified,
3 years living in England)

EDUCATION

Video game Design and Development Degree

University Camilo José Cela, ESNE

09/2011 - 09/2015

- Specialization in programming.
- Solid overview of the whole video game creation process.
- Polished my knowledge in Game Design.
- Acquired knowledge of art, sound, marketing and production.
- Acquainted with 3D Max, Photoshop, Audacity.

Computer Applications

Development Vocational course

CES Cristo Rey

09/2009 - 05/2011

PROFESSIONAL EXPERIENCE

Level Designer at [Forgotten Empires](#)

06/2020 - 06/2021

- Research for level's historical accuracy.
- Design, definition and implementation of the levels based on given guidelines.
- Scripting events and cinematics.
- Defining new characters, his stats, skills and mechanics.
- Creation of factions skill decks.
- Balance of the levels for an interesting and fun experience. Like the battles or the economy.
- Creation of solid documentation using Azure.
- Perforce for version control.
- Placement of assets with gameplay in mind and for beautification.
- Worked on [AoE 2:DE](#) and [AoE 3:DE](#).
- Iteration, testing and polishing of the game flow of the levels.

Game Logic Programmer at [Northern Lights Gaming](#)

09/2018 - 09/2019

- Responsible for the development of prototypes and their evolution to complete game.
- Participating in the game design process and decisions.
- Strong coordination and communication with the other departments. Over 20 people.
- Strong emphasis on tests and verification that everything works as it should.
- Marmalade Game Studio using C++.
- Sourcetree and bitbucket for version control.
- Worked on [Aurora](#) and [100 Fortunes](#).

Personal Projects

2015 - 2021

- Participated in multiples Game Jams.
- Unity3D using C#. With focus on VR when is posible.
- Some of these projects are available in my [web portfolio](#).
- Design and programming as solo developer for the whole process.
- Sourcetree and bitbucket for version control.

Gameplay programmer Internship at [Gammera Nest](#)

04/2014 - 07/2014

- Design of levels and puzzles based on specific themes and/or paintings from the Thyssen museum.
- Design and implementation of the character mechanics.
- Unity3D using C#.
- Coordinate a group of programmers.
- Worked on [Nubla](#).