



GAME DESIGNER

Ezequiel Piñero Pérez

I am a Game Designer with a creative and technical approach, focused on creating captivating gaming experiences. I offer experience in concept design, systems design, and level design, as well as team management, leading projects from conception to implementation with efficiency.

epinero.com/porfolio

hello@epinero.com

linkedin.com/epinero

Skills

- Creativity
- Storytelling
- Analytical thinking
- Outstanding communication
- Project management

Relevant Courses

- Game Direction Course
- Game Testing Course
- Storytelling Course
- Professional Scrum Course
- Video Game Marketing and Monetization Strategy Course

Tools & Software

- Game Engines: Unity
- Level Design: ProBuilder, ProGrids
- Game Documentation: Notion, Miro, Google Docs, Figma (for wireframes and UX)
- Version Control: Git
- AI Tools: Midjourney
- Task Management: Trello, Asana, Jira

Languages

- **Spanish:** Native
- **English:** Intermediate

Professional Experience

Project: Catalepsy

March 2024 - Present

Personal Project

- **Creation and Conceptualization:** Idea and development of a 3D third-person roguelike set in Hell with a Christian religious layer, exploring deep themes of human existence.
- **Game Design Document (GDD):** Development and writing to establish the project's planning, design, and development, ensuring cohesion and clarity in the game's vision.
- **Team Management:** Recruiting, training, and leading a team of 10 people, coordinating tasks, and ensuring deadlines and objectives are met.
- **User Interface (UI) Development:** Creation of wireframes and mockups in Figma, followed by implementation of the interface in Unity, ensuring a consistent and visually appealing user experience.
- **Level Designer:** Design of the island in ProBuilder to define sizes, times, and game flow, ensuring a coherent and immersive player experience.
- **Investment Pitch Development:** Creation of an investment pitch to highlight the game's vision, potential, and market viability.

Professional Experience

AI Art Masterclass for Game Designers

(2023) - Serravi.com

Learn to use Artificial Intelligence tools like Midjourney and Stable Diffusion to generate visual references, enhance your GDDs, and create professional concepts and assets for video games.

Masterclass Game Design

(2022) - Serravi.com

Complete Game Design program covering key areas: Psychology, Industry, Game Design (Methodology), and Professional Tools, analyzing the games God of War and Resident Evil VII.

Professional Game Design Course

(2022-2023) - Serravi.com

Complete Game Design program covering key areas of video game design: Psychology, Industry, Game Design (Methodology), and Professional Tools.

Technical Specialist in Computer Systems Management

(2007-2009) - IES Santa Isabel de Hungría

Specialized in system maintenance, network management, and technical support, ensuring optimal performance and security.

Equivalents: Formación Profesional (Spain) - BTEC National Diploma (UK) - Associate Degree (USA)

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