

• **Granada, Spain**

A Game Designer with 5+ years of experience, I founded the studio Atalana Games as the only designer of the team, creating the mechanics, content and balancing the economy for two shipped games, one of them (Idle Island Tycoon) reaching 1 M Downloads in Google Playstore. I've also created the narrative for two more games (Behind and Two Lovers) and developed two projects on my own (a table top game and a choose your path adventure). Experienced with systems, economy and narrative, and with knowledge in Unity and Unreal Engine. I worked at Ubisoft Barcelona Mobile as QA tester for 2 and a half years, I was also in charge of the training for new trainees, gaining leadership experience during this job.

Skills/Expertise

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|----------------|--------------------|---------------------|----------------------------|
| • Unity/Unreal | • Narrative design | • Systems Design | • Testing Skills |
| • Level Design | • Team Leadership | • Game Balancing | • Zoom/Discord |
| • Jira | • Confluence | • Paper prototyping | • Microsoft Software Suite |

Game Development Experience

Atalana Games • 2019 - 2024

Indie Mobile Games Studio.

Principal Game Designer - Idle Island Tycoon (Unity)

2019-2022

- As principal game designer, I created and designed gameplay, features and systems for this game.
- Created numerous documentation for the project, focused on Content, economy balance, in-game mechanics and monetization features.
- Designer of the game internal maths and equations, balancing and testing the soft and hard currency economy and game pacing.
- Creator of 700+ items and their descriptions, prices and income.
- Creator of 100+ lines of dialogue.
- Designer of the FTUE, levels and interfaces concepts.

Principal Game Designer - Idle Vikings Tycoon (Unity)

2022-2024

- As principal game designer, I created and designed gameplay, features and systems for this game.
- Designed new features and mechanics to change the use of soft currency
- Designed 100+ lines of dialogue

Indie Games & Projects • 2019 - 2021

Personal work.

Principal Game Designer & Game Director - Behind (Unity)

2019-2021

- Main designer responsive for narrative, path choosing options and skill design.
- Organized a team of 3 other developers, maintaining a cohesive art style and soundtrack supervision.
- Created different endings and different approaches to the story to grant replayability.

Full developer - Forajidos de dos Caras (Twine)

2021

- Only developer of the game.
- Created the complete narrative and different paths to follow.
- Developed an inventory system for the game to grant different options for players.
- Implemented the art and soundtrack.

Ubisoft Barcelona Mobile • 2022 - 2024

Professional work.

Mid QC Tester - Invincible: Guarding the Globe (Unity)

2022-2024

- Created different testing plans for each new feature, hero or item assigned.
- Principal coordinator of bug tracking systems with external testing teams in other locations.
- Responsible for the training of trainees during a year, with a total of 8 trainees in the position.

Game Design Fundamentals & Prototyping Bootcamp • 2025 - 2026

A game development practice organization.

Project Lead and Principal Game Designer- Crashland (Tabletop Simulator)

Fall 2025

- Prototyped, designed and fully created a working online tabletop game on a 12 week schedule.
- As principal game designer, I created and designed gameplay, features and systems for this game.
- Created numerous documentation for the project, including 12 page rules, quick start guide and reference.
- Responsible for UI, combat systems, art, movement mechanics, TTS import and sound for the game.
- Went through seven playtests and nine iterations before final design.

Previous Experience

L'Institut Catalá de Paleontología Miquel Crusafont • 2019 - 2020

A Spanish center of study dedicated to preserving the history of life from the past.

Specialist Technician in Paleontology •

2019 - 2020

Dedicated to keeping track of heavy machinery in order to find fossils remaining underground while excavating a new hole for a dump. With 100+ found fossils during the job.

ETOSA • 2020 - 2021

A Spanish enterprise dedicated to infrastructure and building.

Specialist Technician in Paleontology •

2020 - 2021

As a paleontologist, I worked on the main excavation of different fossil species of mammals before the construction of a luxury complex, dedicated to the conservation of all the excavated examples.

Volunteer Experience

Dragon's Howl • 2018

A Small indie game team.

Narrative designer - Two Lovers (Unity)

2018

Collaborated as the designer of the narrative story for a Master Degree project. I designed the characters concept and backstory, and the world building.

Education/Certifications

Game Design Skills • Game Design Fundamentals & Prototyping Bootcamp • Fall 2025

A 12 week bootcamp focused on game development fundamentals wherein each student created a tabletop game in Tabletop Simulator. This was a live course taught online by an industry professional (Jeremiah Franczyk).

Serravi Game Design Formation • Professional Game Design Course • 2021

Dedicated course of Game Design theory and Game analysis, supported by live follow ups for orientation and 1o1 direct talks about design.

University Complutense of Madrid • Master Degree in Advanced Paleontology • 2017-2018

Master Degree focused on discovering and investigating the history and evolution of life forms since their first apparition, applying the scientific methodology and covering the main disciplines of paleontology. Specialized in Micropaleontology.