PABLO FERNÁNDEZ-VEGA

TECHNICAL GAME DESIGNER

CONTACT

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My Portfolio

Open to Relocation

EDUCATION

Videogames' design Degree

King Juan Carlos University
2017 - 2021

Video games' Narrative Course

Gametopia
2019-2020

C1 Certificate English

TOEIC
2019

SKILLS

- Unity prototyping
- Game Documentation & Testing
- Mechanics and Systems design
- Excel/Google Sheets
- Confluence
- Miro
- Photoshop/Photopea
- Notion
- Bitbucket/Git
- Trello/Jira

ABOUT ME

A creative and passionate Game Designer with **+4 years** of experience in designing engaging mechanics, systems, and player experiences for PC and mobile games. My expertise lies in crafting detailed design documents, prototyping, balancing in-game economies, and iterating on gameplay based on feedback. I'm eager to bring my expertise in game design fundamentals and contribute to their next groundbreaking project.

WORK EXPERIENCE

Technical Designer

Bohemia Interactive 2025 - now

- **Integration** into the proprietary engine of **various mechanics** such as time jump and faction system, affecting **both local and multiplayer** gameplay.
- **Writing of design and technical design documents** to support proper project development.
- **Supervision** of other **mechanics** and their implementation, as well as **monitoring their balance**.

Narrative Technical Designer

Level Up Studios 2024 - 2026

- **Writing character dialogues** for a 2D **graphic adventure game**.
- **Developing main and side quests** from narrative to programming approach for a 2D graphic adventure game.
- Responsible for **implementing all narrative-related aspects** in the engine, including: Animations, Scene setup, or Cinematic creation.

Game and Narrative Designer

Hopeless Studio I Freelance 2023 - 2025

- Developed the **narrative** and **game design** for an original project, including **documentation** and **production oversight**.
- Developing the **mechanics in an open world** where the player can go wherever they want.
- **Developed and maintained** the narrative and **design elements** of the game project**, managing calculations and balance using Excel.**
- **Coordinated a team** to establish an independent studio aimed at delivering new gaming experiences to players.

Game Designer & Assistant Producer

Chloroplast Games 2024 - 2025

- **Design and document multiple projects** simultaneously.
- **Prototyping in Unity** for both **mechanics** and **level design**.
- **Level-based game development** with a strong focus on **progression** and **difficulty curve** tailored to user experience.
- **Managing regular meetings** with clients and the development team.

Game Designer

Codigames 2022 - 2024

- **Developed and prototyped game concepts and mechanics** from scratch, overseeing the design of the **GDD. Key project**: *Sushi Empire Tycoon*.
- Analyzed **player** data and **feedback** to **iterate** and **optimize game features** for long-term retention. **Key project**: *Hotel Empire Tycoon*.
- Balanced **in-game economies** and **gameplay mechanics**. **Key projects**: *Supermarket Village* and *Sushi Empire Tycoon*.

University teacher

Tech University/European University 2022, 2024 - 2026

- Contributed to the creation of a specialized **master's programs** both **gamification and F2P oriented design**.
- Conducted academic study and research on gamification, including the analysis of **human behavior** and the study of **positive and negative reinforcement** techniques applied to gamification.