Who am I?

I am a graduate of Staffordshire University, who studied Computer Games Design and Programming. I am eager to learn and ready to think creatively to push my limits working in a team to make the best possible games we can achieve. I am fluent in both Spanish and English.

Employment History

**Game Tester, Rockstar, Lincoln**  
Red Dead Redemption 2/Red Dead Online (XBOX and PS4)  
(June 2018 – Present)

Worked closely with developers and testers which helped me develop stronger communication skills. This helped me understand and be more flexible when working with different types of people that focus on different aspects and areas of the game. During my time there I was also able to co-lead a team which helped me polish my organizational skills and gave me experience leading my team.

Education & Skills

**Staffordshire University**   
Computer Games Design and Programming BSc (Hons)  
*1st Degree (2015 – 2018)*

Thanks to this course, I’ve been able to learn multiple skills. As a result, I’ve been working with Unity and C# for 3 years dipping into rapid prototyping and most recent AI in game. Other skills I have are C++ coding, knowing how to use Unreal Engine 4 and Visual Scripting with 2 years of experience. On the side, to broaden my understanding of game developing as a whole, I have also touched on 3D modelling on a basic manner with 1 year of hard surface modelling experience on 3DSMax.

**Trinity Catholic School** *(2013 – 2015)*

This is the school in which I did my A levels which consisted on Spanish, Computing, Maths, and Further Maths.

Experience

**Collaborative Games Development**

This was an ongoing module during my time at university, which gave me the experience of working in a studio-like environment in the last two years of my course. The first year I was involved in this subject I was working as a junior Tech/Scripter/Programmer. However, in the second year I was able to take more control of the game and was assigned as the Lead Tech and Designer in the group, managing all the scripting and builds as well as designing and implementing the core mechanics of the game. I was also tasked with the role of producer, checking that people had work to do as well as trying to communicate what each team had done and how it connected to the other teams inside the group. As a result of this module, I was able to polish my communication and teamwork skills to a greater degree.

**Games Jams**

With three Global Game Jams, I’ve been able to work in smaller groups of people where I worked as a tech/scripter/programmer and a game designer, helping with the level design and game mechanics. I was also tasked on creating the UI for most of the games. Another role I had in these vents was tracking progress and organising the team. I ensured everyone was working on the prioritised assets, and as such, kept the project on target, helping me understand how to work under the pressure of a deadline.

**Self-Directed Learning**

Outside knowledge consists of years of experience with Photoshop, which I used for photo editing and vectorized art, which gave me the possibility to create the UI assets for most of my games. On the other hand, I am currently learning how to use After Effects and Blender.