

Yeray Pachon

Game & Level designer

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PROFICIENCIES

SKILLS

Level / Puzzle / Environment Design
Gameplay Design / Scripting
Design Documentation
Writing / UI Design
Active Communication
AI Encounter Design
Management
Testing

TOOLS

Unity, Unreal Engine, Proprietary
Photoshop, Illustrator, Power Point
C++, Unreal Blueprint
Confluence, Trello
HTML, CSS, Java

EDUCATION

Bachelor of Game Design

U-TAD | 2015-2019

First: Certificate in English

Cambridge University | 2017

ACHIEVEMENTS

Emotional engagement and Darkest Dungeon

yipidev.com | 2020

100 Million Downloads

Frozen Free Fall | 2020

Game published on Steam

Project Katharsis | 2019

Rank #21 GMTKJam 2018

Chess Mess | 2018



WORK EXPERIENCE

LEVEL DESIGNER TUSCANY VILLA

Scopely | October 2020 - Present

- Currently working on creating levels following strict design guidelines.

- Adapting my skills to new work assignments as the team grows and designers switch between different projects.

LEVEL DESIGNER FROZEN FF & MALEFICENT FF

Genera Games | March 2020 - October 2020

- Created more than 100 levels for the weekly updates.

- Balanced and analysed the data of our own made levels in order to get the best experience possible for the player.

- Developed further my design skills as I wrote and discuss design documents regarding new mechanics and possible features.

LEVEL & GAME DESIGNER PROJECT KATHARSIS

WIP Studios | September 2018 - May 2019

- Produced all the level layouts, biomas, and progression. Implemented all the art needed for each gameplay area.

- Designed UI/UX needed for the entire experience, and made changes in it listening to player feedback.

- Worked in creating all the game design and art documents, plus the presentation towards the media.

VR ATTENDANT ESPACIO TELEFONICA

TheAppDate | September 2016 - June 2016

- Learned the basics about how VR experiences are made and how we can craft products with that technology to specific companies and broad public.

GAME & DESIGN PROJECTS

DISEMPowering FANTASIES

Making the player enjoy a game in which the feeling of loss is the core value of the experience.

DAGON: HELL BELOW

Explore the deep ocean and discover its eldritch secrets in this unique game made for the gamejam "Summer of shivers", from the Horror PS1 game community.