



Hi! My name is
Javier Moreno
 I'm a Game Designer

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javimo.me

Madrid, **SPAIN**

education

**Universidad
 Complutense de Madrid**
 Master of Science
**Game Design
 and Development**
 2019-2020

Universidad de Zaragoza
 Bachelor of Science
**Industrial Design and
 Product Development
 Engineering**
 2015-2019

languages

Spanish: Native; **English:** Fluid (C1)

achievements

**Asociación de Diseño
 Industrial de Zaragoza**
 Former director & co-founder

other courses

- Quality Control and Testing in Games, [Narratech Laboratories](#)
- Introduction to narrative design for video games, [Domestika](#)
- Game development with Unreal Engine 4 from 0 to professional, [Udemy](#)
- Pixel art character animation for video games, [Domestika](#)

Hello! My name is Javier and I am a **Game Designer**. I enjoy participating in game projects of **any genre**. I love **teamwork** and aspire to build the best possible work environment. I consider myself an **emphatic and meticulous** person with a special commitment to detail.

professional experience

Starloop Studios Dec 2021 - present
Junior Game Designer

GDD documentation. Design of game mechanics, systems and levels. UX/UI design, using prototypes and wireframes.

CONYCA May - Dec 2021
VR Developer

Generation and optimization of 3D models using photogrammetry.

non-professional experience

Racoon of Doom Sept 2020 - present
UI Designer & Level Designer

<https://www.artstation.com/artwork/28KYey>
 Design of game interfaces and UI graphic elements. Level design of campaign and challenges.

Heart of the Geometry May 2022 - present
UI Designer

<https://www.artstation.com/artwork/032ORY>
 Design and implementation of UI elements, such as: inventory, quick access menu and HUD.

game jams

<https://pitticli.itch.io/>

- GMTK Game Jam 2022
- Global Game Jam 2020, 2021 and 2022
- Great Spring Game Jam 2021
- Spain Game Devs Jam II 2021

tools

- Unreal Engine 4, Unity
- Perforce, Git, C#
- Notion, Figma
- Jira, Trello, Drive
- Adobe Suite: PSD, IND, AI
- 3ds Max, Substance Painter
- Aseprite, Pyxel Edit
- SolidWorks, KeyShot

skills

- Communication
- Teamwork
- Empathy
- Creativity
- Proactivity
- Analytical capacity