

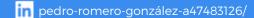
PEDRO ROMERO

GAME DESIGNER

PERSONAL PROFILE

Profesional game developer with 7 years of experience in the industry. I have worked on comercial games for PC, Console and Mobile in the roles of game designer and programmer.

CONTACT







pedro-game-designer.neocities.org/

SKILLS

- Experience with multiple Game Engines (Unity, Game Maker, Godot)
- Quick to learn new skills and technologies.
- Basic level with graphic design software.
- Basic level of 3D modeling with Blender.
- Native Spanish Speaker
- High level of written and spoken English

EXPERIENCE



AHEARTFULOFGAMES

2023-Present

I enter as Programmer, working mostly in Tool Development and Bugfixing.

Later I move to the position of Technical Designer. As technical designer I was tasked with to implement the more technically complex features, like some UI menus.

My last project was TMNT: Mutants Unleashed.



SONS OF A BIT

2021-2023

Work as Game Programmer, tasked with the implementation of new features, code refactoring and server management.

During the finals months at the company I move to the design and implementation of new enemies.



AKURA GAMES

2017-2021

I worked as the **only developer** of the company. During my time in the company I was involved on more than 40 projects on which we made small games for Android, PC and Web.

EDUCATION



ESS DEGREE IN COMPUTER SCIENCE

2013-2018

Titulated Engineer by the University of Castilla-La Mancha