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-romero-gonzález-a47483126/
- pedro.game.designer@gmail.com
- pedroromero94.bsky.social
- 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

DEGREE IN COMPUTER SCIENCE

2013-2018
Titulated Engineer by the University of Castilla-La Mancha