

ALBERTO JAEN

Level Designer

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Summary

Level designer with experience on indie projects, game jams, and internships, developing skills in 3D level design environments, puzzle level design, game narrative and QA.

With passion for creating engaging and intuitive gameplay spaces blending visual identity, gameplay flow, and player psychology to craft levels that are both fun and memorable.

Teamwork and multidisciplinary collaboration are big part of my work ethic, I consider them key to craft successful gameplay that creates memorable moments for players.

Skills

Unreal Engine • Unity Engine • Basic Scripting • UI/UX • Environmental storytelling • Player's psychology • Feedback driven • Problem-solving • Collaboration and communication in development team environment • Analytical thinking • 3D modeling • Basic 3D Animation • Microsoft software

Experience

- | | |
|--|------------------------------------|
| Agronatural Research S.L.
Technical Officer | Remote, Spain
12/2018 - Present |
| <ul style="list-style-type: none">• Production and management of safety data sheets and product documentation. | |
| Mad Maze
Indie board game designer | Madrid, Spain
07/2020 - 08/2020 |
| <ul style="list-style-type: none">• Designed a networking board game from paper to the creation of a fully playable physical prototype• Task included: Game design, art | |
| Exit73 Stuidos
User Testing | Segovia, Spain
10/2019 |
| <ul style="list-style-type: none">• Organized and conducted user testing sessions during the international event 3D Wire, facilitating focus groups to collect player's feedback, analyze user behavior and identify gameplay issues. | |
| EGoGames
Internship | Madrid, Spain
09/2018 - 12/2018 |
| <ul style="list-style-type: none">• Worked on a mobile game studio focused on 1vs1 games where I cooperate with developers on the polishing of the current projects from a designer perspective focusing on game feel, game mechanics and UX UI design while also performing QA tasks | |
| Orbital Pill
Game Designer | Madrid, Spain
01/2018 - 06/2018 |
| <ul style="list-style-type: none">• Co-designed the game from concept to launch, and handling both UI design and programming responsibilities for a circular arcade endless runner on Android• Two team indie development | |
| White Box
Level designer | Madrid, Spain
09/2017 - 04/2018 |
| <ul style="list-style-type: none">• Collaborated as a core level designer, working on gameplay concepts, documentation, and QA for a mobile puzzle game published for android• Indie team of 8 people | |
| Hack4Good Telefonica
Hackathon Jam Winners | Madrid, Spain
02/2018 |
| <ul style="list-style-type: none">• Producer and co-designer off an MVP app that helps people with allergies and intolerances find safe places to eat based on their dietary restrictions• Team of 5 people• Winners of second-best project and Telefonica Think Big program | |

Education

CGMA Computer graphics Master Academy

Remote

Level design for games

10/2022 - 12/2022

- Course focused on creating 3D game level environments from a design perspective taking into account game theory, shape composition, architecture and player psychology in Unreal 5

UDIT Design University, innovation and Technology

Madrid, Spain

Studies in video Game Design and Development

09/2018 - 07/2021

- Trained in: Level design, Game design, Narrative design and Production

UDIT Design University, innovation and Technology

Madrid, Spain

HND Creative Media Production in Game Development, Video Games

09/2016 - 07/2018

- Educated in: Game Design and Production

UDIT Design University, innovation and Technology

Madrid, Spain

Technician in 3D animation, Game and Interactive Environments, Video Games

09/2016 - 07/2018

- High Education Certificate (CHE)
- Educated in: Game Design, Graphic Design, C# programming, 3D modeling, 2D and 3D animation

Languages

English Advanced

Spanish Native