

# BORJA MARTÍNEZ

## GAME DESIGNER & PRODUCER

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[Portfolio - Borja Martínez](#)

[ninfer.itch.io](https://ninfer.itch.io)

[github.com/Ninfer](https://github.com/Ninfer)

## SKILLS

- Game Design
- Software Engineering
- Team Management in Agile Methodologies
- Narrative Design
- Creative writing

## TOOLS

- Unity
- Unreal Engine
- Git
- Software development with C#, C++, Python

## OTHERS

- Photoshop and 2D, 3D prototyping tools (3DMax, Sketchup)
- Gantt tools, Excel, Trello

## WORK EXPERIENCE

### Game Designer & Producer

2022 - Present

Junior Game Designer was the main role, focused on creating documentation for the projects, **prototyping and sketching** different aspects of game design (level design, gameplay), **narrative cohesion** of all aspects of the game and evaluating the technical feasibility with the development team. In addition, combined with the **Junior Management** of a multidisciplinary art and technical development team from concept and ideation of the game to their completion and final delivery. All this work done in the RECOTechnology studio.

### PROJECTS

 **Baby Shark: Sing & Swim Party**

January 2022 - September 2023

Game developed for **Outright Games**, in charge of **level design, level balancing, and interface design** as well as work and management of internal testing.

 **COLLEGE AND DEANS - A Roguelike game**

September - December 2021

In charge of the modular level design, my goal was to achieve a great **variability** in replayability.

## EDUCATION

### Rey Juan Carlos University

2018 - 2023

**VIDEO GAME DESIGN and DEVELOPMENT** degree at the URJC's Higher Technical School of Computer Engineering Science (ETSII), specialized in the design and narrative of videogames as well as in-depth technical programming knowledge due to the nature of the school.

### LinkedIn

2021 - Present

- **User Experience (UX)** advanced. 2021. Online.
- **User interface designer (UI)** advanced. 2021. Online.

### Udemy

2020 - Present

Narrative Design and Script for Video games. 2020. 6 h. Online.

## Languages

**Spanish:** Native.

**English:** B2. Professional core competence.