

# GONZALO BOURDIEU

## GAME DESIGNER

## PROFILE

Game designer with experience in projects with survival and tactical environments. Comfortable with different programs and engines such as Unreal and Unity, I enjoy challenging myself to learn new tools and adapt to new environments.



## CONTACT

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## SKILLS

	Unity	Level design
	Unreal	Blueprint
	Photoshop	Conceptualisation
	Trello	Project managment
	JIRA	Bug reporting
	Suite Office	Documentation
	Blender	Modelization 3D

## LANGUAGES

	Spanish	Native
	English	Full Professional proficiency
	French	Professional proficiency

## PROFESSIONAL EXPERIECES

### QA tester *CDD, Virtuos, AAA project*

JANUARY 2024 - JULY 2024

- Contributed to the development of new game features
- Created test plans and test cases to later execute them
- Reported bugs found with creative methods

### QA tester *Internship, Virtuos, AAA project*

OCTOBRE 2023 - DECEMBER 2023

- Tested video games and worked closely with the development team.
- Created smoke tests which were used daily

### Project Manager *Internship, Infinixsoft*

SEPTEMBER 2022 - DECEMBER 2022

- Managing and distributing work to the developers.
- Tested and approved the work done by the developers.

## PERSONAL PROJECTS

### Game and Level designer *Riff Riot*

*PARTY / TACTICAL GAME*

OCT 2022 - JUNE 2023

- Created level bricks to improve gameplay.
- Designed character special abilities.
- Translated the game into French and Spanish.

## EDUCATION

### Master Game Designer

2022- 2023

ISART Digital Paris

### Designer numérique, Bachelor Game Design

2020- 2022

ICAN Paris

## INTERESTS

Videogames	Counter-Strike, SIFU
Reading	Ender's Game, Contact
Theater	Mama mia, Cats
Music	Rock, Orchestra