



# JUAN CARLOS MAROTO

## NARRATIVE GAME DESIGNER

### PERSONAL PROFILE

I am an **enthusiastic** and **proactive** video game designer with a solid foundation in **design** and **programming**. I have extensive experience using **Unity** and **Unreal Engine** for video game development. I am passionate about teamwork, exploring new ideas in **Game Jams**, and creating immersive experiences through design and sound.

### ABOUT ME

I am passionate about Video Game Design and collaborative Programmer. I am known for being versatile, communicative and eager to learn, with experience of working both individually and as part of a team.

### CONTACT



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### PORTFOLIO



### SKILLS

1. Game Design Documentation
2. Testing and Balancing
3. Video Game Development, Mechanics
4. Systems and UX Design
5. Unity and C# Prototyping
6. Level Design
7. Experience with Word and Excel
8. Experience with Adobe Photoshop



### CERTIFICATES

ENGLISH B2

DRIVING LICENCE B

### ACADEMIC BACKGROUND

Throughout my career, I have carried out several long-term collaborative projects (as well as shorter ones, such as **Game Jams**), performing and adapting to various roles as a designer or programmer depending on the project.

#### EUROPEA UNIVERSITY [2024 - 2025]

##### MASTER IN DESIGN OF VIDEOGAMES (MADRID)

###### • Internship [Tsunoa Games] - (3 months):

Participating in the development of the game **Katana Dragon**, where I served as level designer, narrative designer for their new project, and **tester** of key features.

##### Master's Final Project [Shadows of the Ruins] - (9 months):

Research, analysis, and prototyping project that explores and exploits the limits of **"How constant pressure affects player performance"** applied to an innovative **2D Roguelike-Survivor Dungeon Crawler** video game prototyping in **Unity**.

#### FLORIDA UNIVERSITARIA [2020-2024]

##### Bachelor's Degree in Video Game Design (Valencia)

###### • Professional internships [Cheeapesoft Games] (3 months):

This is a videogame adapted from the original **"Jagger Bomb"** platformer, which was released last year on **Steam**, where I actively participated in **Level Design, Mechanics** and **Gameplay Testing**.

###### Super Jagger Bomb 2

###### • Final degree project (9 months):

A research project analysing the two most famous and representative sagas of the survival horror genre, **Resident Evil** and **Silent Hill**, as well as creating a playable demo combining the best of both sagas in a game developed in **Unity**.