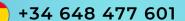


ABOUT ME

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.



- Valdepeñas, Ciudad Real, España
- jcarlosmaroto1234@gmail.com



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

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.

🞓 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 **Crawler** video Dungeon 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.

<u>Super Jagger Bomb 2</u>

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.