



# JAVIER CUMBRERAS GARCÍA

Game Designer

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**Portfolio:** <https://kethurk.github.io/>

## ABOUT ME

Junior game designer seeking for an opportunity to contribute to this industry with my value and skills. I consider myself very creative and hardworking, with good abilities for game development, really enthusiastic and willing to learn.

## SKILLS

### Core skills

- Knowledge in designing techniques
- Documentation skills
- Basic-medium programming in C# and blueprints

### Software

- Unity
- Unreal Engine 5
- C#
- Blueprints
- GitHub
- Notion
- Trello
- Cubase
- Adobe Suite

### Other skills

- Written and verbal communication skills
- Problem solving, thinking out of the box and objective analysis
- Tasks organization
- Music skills (composing and recording)
- Driving License B

## LANGUAGES

- Spanish, Native
- English, Advanced  
(Cambridge - C1)

## EXPERIENCE

### Game Designer at 'Pestilence'

*February 2023 - This date*

- Feature, quest, AI behaviour, movility and level design
- Blueprints for prototyping and system implementation
- Documentation tasks
- Sound designing and implementation, and music composing

### Individual and small indie projects

*June 2020 - This date*

- Feature, quest, AI behaviour, movility and level design
- Programming in C#
- Tasks in Unity Engine

## ACADEMIC EDUCATION

### U-Tad

*Post-degree in Game Design*

- From october of 2022 to october 2023 (currently attending)
- Designing techniques in multiple areas
- Documentation tasks
- Coordination and teamwork skills gained
- Programming in C# and blueprints

### University of Málaga

*Audiovisual Communications degree*

- From september of 2018 to june of 2022
- Team work and leadership tasks
- Technical, creative and coordination experience

### Angel de Saavedra's School

*Technical formation in audiovisual and events realization*

- From september of 2016 to june of 2018
- Great quantity of projects including: recording, photoshooting, writing scripts and postproduction, most of them in teamwork
- Internship in press, recording events and press conferences, editing news, making television and radio spots

## EXTRA EDUCATION

- C# Programming Course in Unity
- Photon Course
- Narrative Design for Videogames