
Pablo Fernández-Vega Padilla

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Portfolio: <https://pablofdezvega.netlify.app/en/>



SKILLS

I have a lot of commitment and I enjoy working as a team and sharing ideas. In addition, I am really organized with all my tasks. Also, I am an open-minded person.

PROFESSIONAL GOAL

My current goal is to develop my career as a game designer and acquire the experience and the understanding of the job environment to lead a team in the video games' development industry.

WORK EXPERIENCE

Book - *Writer*

January 2022 - September 2022. [Published at Octubre, 19th 2023](#). *Only Available in Spanish.*

- In January of 2022, I started a project with the publisher Heroes de Papel about the Yu-Gi-Oh! franchise. The book was published in October and it was well received.

Codigames, Online - *Game Designer Junior*

September 2022 - currently

- At the beginning of September of 2022 I started working in the mobile game company Codigames as Junior Game Designer in charge of the creation and balancing of the different Tycoon games.

E-TECH, Online - *Gamification Teacher*

July 2022 - September 2022

- During the summer of 2022 I worked together with the distance learning university, E-TECH, for the creation of a master's degree specialized in gamification. In it, I was in charge of the 'Applied Gamification' and 'Gamification Design' topics.

TheGamerEsport, Online- *Collaborator*

August 2018 - March de 2020

- I have collaborated with the digital magazine TheGamerEsport, focused on Esports and video games in general. Since I started I have written articles on a regular basis, 2

or 3 per week, reaching up to 100 articles and news. The website is no longer available.

Labotec Games, On Site - *Game Designer*

February 2021 - August 2021

- I worked as an intern in Labotec Games where I'm creating the mechanics for some mobile video games, but also I'm doing the story and characters for a PC shooter game. I developed all the mechanics of Abyss Rising: Deep's Awakening and the minigames of Crazy Mixtures: Mix Challenges! along with some of the core mechanics too.

EDUCATION

King Juan Carlos University, Madrid - *Video games' Design and Development Bachelor degree*

September 2017 - July 2021

With an average degree mark is 7,81 out of 10, and having a 10 out of 10 in my final project Chat from the Past.

Gametopia, Madrid - *Video games' Script online course*

Septiembre 2019 - Febrero de 2020

Course about video games' narrative taught by Daniel Flas. Final score: 9,6 out of 10.

TOEIC, Madrid - *English B2 Certificate:*

2019

I have the B2 certificate of English with a grade of 895 out of 990 by TOEIC Institute.

Goethe Institut, Granada - *German B1 Certificate*

2016

I have passed the German B1 exam certified by the Goethe Institut with an approximate score of 75 out of 100.

ACHIEVEMENTS

I published some indie games in itch.io and the mobile stores. You can see these games at my [website](#) where I give some context of my role there. But shortly, I did the game design and narrative design. Some of them were submitted to Game Jams reaching positions very high. The other ones were college projects that scored excellent marks.