

Lead Game Designer with 5+ years of experience designing PC, console, mobile, and social games with international remote teams. My work spans gameplay systems, combat, progression, economy, level design, and UI/UX. I translate design goals into clear specifications, prototype mechanics, and use playtesting to refine balance and player experience. I have also taught game design principles, including mechanics, systems, and documentation. I am interested in applying this experience to evaluating AI-generated games and providing actionable feedback to improve model outputs.

SKILLS

CORE SKILLS Game Design | Systems & Mechanics | Gameplay Evaluation & Playtesting | Game Balance | Prototyping | Design Documentation | Combat Design | Level Design | Game Economy | UI/UX

TOOLS & TECH Unreal Engine | Unity | Blueprints | Figma | Adobe XD | Zeplin | InVision | Webflow | C++ | C#

PROFESSIONAL EXPERIENCE

Lead Game Designer & Producer

June 2024 - Present

Startreming Games

Argentina

I lead game design and production across original and client projects, defining gameplay features, documenting systems, reviewing playtest feedback, and guiding iteration from concept through implementation. I coordinate multidisciplinary teams and keep design decisions aligned with the intended player experience and project scope.

- **What Floor? - Game Director, Lead Game Designer & Producer:** Direct an original PC horror/inspection game, owning the core loop, gameplay systems, narrative-gameplay structure, UX, and playtesting, alongside production planning and team coordination. [Steam page](#)

- **Ranger - Lead Game Designer & Producer:** Define gameplay systems and features, maintain design specifications, coordinate implementation, and lead day-to-day production.

- **Other projects:** Inside The Hole, Overseen, and Evidence 01.

Producer & Game Designer (Contract)

August 2026 - Present

The Munky

Remote

I design gameplay features and interactions for Drunkn Bar Fight: Flat Edition, document implementation requirements, review builds and playtest feedback, and coordinate iteration with a multidisciplinary team. My production responsibilities include feature scope, priorities, milestone planning, and task breakdown.

- **Project:** Drunkn Bar Fight: Flat Edition.

Game Designer & Producer

August 2023 – May 2026

Trick Studio

Los Angeles, California (remote)

Designed and implemented combat mechanics, progression loops, AI behaviors, and in-game economies across multiple genres and platforms. Took features from concept to prototype, wrote implementation specifications, and tuned mechanics and balance with cross-functional teams.

- **Selected projects:** Stumble Guys, Marvel Strike Force, Spikeball, Azra Reaper, Chain Games, and Spekter City.

Game Economy & Monetization Designer

June 2024 - July 2025

Fashion League | FinFin Play

Switzerland (remote)

Designed and balanced Fashion League economy and monetization systems, including premium content, collaboration items, loot boxes, tiered gacha with pity mechanics, daily login rewards, progression rewards, and limited-time events. I focused on sustainable monetization, progression pacing, accessibility, and long-term engagement.

ADDITIONAL PROFESSIONAL EXPERIENCE

Level Designer

August 2023 - December 2023

Alternates-Game

Delaware, USA (remote)

Built competitive 5v5 FPS maps in Unreal Engine 5 for multiple game modes. Structured layouts, implemented assets, balanced combat flow, and iterated through playtesting to refine navigation, cover placement, readability, and performance.

Project Manager & Game Designer (Short-Term Project)

June 2023 - September 2023

Truco Stars

Argentina

Managed the production timeline and coordinated deliverables for a multiplayer card game prototype while designing core gameplay mechanics and dynamics. I also implemented UI elements in Unity and supported usability and player-flow iteration.

Game Designer

August 2022 - August 2023

Game Cloud Network

Los Angeles, USA (hybrid)

Created UX flows and wireframes, level layouts, and economy systems aligned with gameplay balance and progression.

Professor - Game Concept / Game Design

July 2022 - August 2023

Image Campus

Buenos Aires, Argentina

Taught conceptual game design principles covering mechanics, systems, documentation, and player experience.

Narrative, Game & Level Designer

April 2022 - August 2022

Age Of Metalands

Delaware, USA (remote)

Authored game documentation, feature specifications, and UX guidelines while developing levels, narrative content, and planning frameworks for core gameplay.

Game Designer & UI/UX Designer

GunnyGames

Designed UI/UX flows, gameplay mechanics, balance systems, game modes, narrative concepts, and in-game interfaces.

January 2022 - July 2022

Miami, USA (remote)

Lead Game Designer & UI/UX Designer

The Particle Project

Led game design documentation, feature design, Unity development planning, and design-team coordination across UX, narrative, and UI integration.

June 2021 - May 2022

Buenos Aires, Argentina

TRAINING & CERTIFICATIONS

- Game Design: Art and Concepts | California Institute of the Arts | Jun 2024

- Game Design | California Institute of the Arts | Apr 2023

- UX & Accessibility of Essential Video Games | LinkedIn | Apr 2023

- World Design for Video Games | California Institute of the Arts | Apr 2023

Additional certifications and training are available on my [LinkedIn profile](#)

EDUCATION

- Technical Degree in Video Game Design and Production | Image Campus | 2019 – 2022

- Bachelor's Degree in Computer Science | Universidad Nacional de Quilmes | 2020 – 2025

LANGUAGES

- Spanish: Native

- English: C1 Advanced (EF SET English Certificate)