

## CONTACT INFO

---

### Portfolio

<https://www.juanframirezg.com/>

### LinkedIn

<in/juan-fernando-ramirez-g>

### E-mail

juanfr24@hotmail.com

## TOOLS

---

Unreal Engine 4/5

Visual scripting

Unity

C#/C++

Blender

Photoshop

Office Suite

Notion

## SKILLS

---

Gameplay design & programming

Level prototyping

Mechanics prototyping & implementation

Balancing & Optimization

Asset setup & implementation

Systems programming

Detailed documentation

Scrum/Kanban

VR development

# JUAN FERNANDO RAMÍREZ

Technical Game Designer

Digital Entertainment Design Engineer specialized on game design and programming, willing to learn and apply innovative avenues to create meaningful game experiences.

## PAST EXPERIENCE

---

### Freelance

### Technical Game Designer

2023 - Present

Aid multiple teams in the early design process, writing documentation, defining workflows, planning and prototyping core gameplay mechanics and systems, ensuring the goals of each experience are met.

Implement new gameplay mechanics and systems ensuring they work consistently with already existing code.

Optimize both code and 3D Assets so multiple gameplay demos run smoothly on older/less powerful hardware.

### Waygroup

### Technical Game Designer

2021 - 2023

Prototype and implement the experience's flow and mechanics in a way that respects the player's learning curve, providing an impactful learning experience that feels fun and engaging to play around with.

Collaborate with the art team to ensure the assets and environment created complement the core aspects of the experience and are properly optimized, leading to a playspace that feels real and intuitive to navigate.

Design and implement the obstacles presented to the player throughout the experience, ensuring they feel challenging but also fair.

Build systems that help speed-up multiple level and environment processes.

### Forgotten Space

### Game designer/Audio programmer

2020

Design and document each enemy, obstacle and trap, detailing their behavior.

Design the game's crafting economy.

Design and explain the game's flow, giving the player enough agency to explore the map while also maintaining consistency.

Communicate with the programming and audio teams to ensure the design goals are met.

Write a story told through message logs, then place each of them in a way that respects the game's flow.

## EDUCATION

---

### Digital Entertainment Design Engineering

Universidad Pontificia Bolivariana - Medellín

2018 - 2022

## LANGUAGES

---

Spanish - Native

English - C1

French - A2