

Alberto Martínez

Game Designer | Systems, Mechanics & Character Design | Unity / C#

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Profile

Game Designer with hands-on experience across the full design cycle — concept, systems design, prototyping, balancing, and playtesting — on self-published Unity projects. Comfortable owning both mechanical design (resource systems, wave/encounter design, ScriptableObject-driven content) and character/narrative design (ability kits, worldbuilding, branching dialogue). Certified Unity Programmer with working C# and a systems administration background.

Game Design Experience

Game Designer & Developer — Independent Projects 05/2024 – Present

Self-published — Madrid, Spain

- Led design on self-published Unity projects end-to-end: concept, systems design, prototyping, production, playtesting, and balancing.
- Designed core gameplay systems — dual-resource economy, wave/encounter pacing, roster and ability design — using ScriptableObject-driven workflows for fast iteration.
- Ran internal playtests, retuning difficulty curves, pacing, and gameplay UX/UI based on feedback.
- Designed character roster and ability kits for Soul Drift; authored branching narrative in Twine; sold a GDD Notion template.
- Projects: Pokémon Fauna (fan game), Pumpkins in the Fog, Magic Match, Wild Wild Wild West, and a Pokémon-themed 2D tower defense game (in development).

IT and SOC Support Technician (L1/L2 Internship) 09/2023 – 12/2023

Hard2Bit — Madrid, Spain

- Technical systems foundation (networking, Linux, incident response), applied to dev environments and game-server hosting.

Design Projects

- Soul Drift — low-poly 3D character-action concept: roster with elemental abilities and signature "Relicto" objects, anime-styled art direction (Gachiakuta-inspired).
- PokemonVPokemon: Pokemon PlantsVsZombies, roster design, dual-resource mechanics, wave generation via ScriptableObjects.
- Pokémon Fauna — fan game: level, character, and narrative design across a full region (Aseron).
- Pumpkins in the Fog — 2-day game jam: lamp-based risk/reward mechanic and graveyard level layout.
- Magic Match — 24-hour game jam: memory-matching with special-effect cards adding risk/reward decisions.

Education

Game Design 2025 – Present

Tokio School

Game & VR Development with Unity Course 01/2024 – 02/2024

CRN Getafe

Certifications

- Certified Unity Programmer — Unity Technologies (2024 – Present)

Skills

Game Design: Systems design, gameplay mechanics, balancing, encounter/wave design, character & ability design, rapid prototyping, narrative & branching dialogue (Twine)

Engines & Tools: Unity (Intermediate), Unreal Engine (Basic), Visual Studio

Programming: C# (Intermediate), systems-oriented programming logic

Design & Art: Figma, Adobe Illustrator, Photoshop (Begginer)

Soft Skills: teamwork, communication, analytical problem-solving

Languages

Spanish — Native English — Fluent