

<http://jesussanz.net>

07842623012

[jesus@jesussanz.net](mailto:jesus@jesussanz.net)

@grefusa87

Nationality: Spanish

Jesus Sanz  
Game Designer



### Personal Profile

A Game Designer driven by the passion for games. Artistic and technical with a creative imagination, I am confident in creating new worlds, building levels and game mechanics. I will be graduating on August in the Games Programming course at SAE Institute in London and I am looking to make games that bring joy, challenges and excitement to the players.

### Technical Skills

- Game Design
- Level Design
- Game Mechanics
- C++
- C#
- Unreal Engine 4
- Unity
- Git (Version Control)
- Adobe Photoshop
- Microsoft Excel
- PowerShell / CMD / Bash
- HTML / CSS / PHP

### Education

**September 2017 – August 2019: BSc (HONS) Games Programming at SAE Institute London (2 Year Degree)**

2<sup>nd</sup> year modules included:

- Marketing, Business Planning & Law (2:1)
- Graphics & Shader Programming for Games (3)
- Research Practice and Society (2:1)
- Advanced Specialised Project (2:1)

1<sup>st</sup> year modules include:

- Information, Communication and Professional Media Practice (2:2)
- Introduction to Games Programming (2:2)
- Foundations of Game Design and Game Production (2:2)
- Applied Mathematics and Environment Programming (2:2)
- Creative Production (2:2)
- Network Programming and Tool Development (3)

### Experience

**April 26 2019 – April 29 2019: Game Designer / Level Designer, Ludum Dare 44**

- BattleZone is a top-down shooter, where you need to keep the balance between two zones, avoiding enemies that will try to pull you out of the zones.
- The premise of this game jam was “Life is Currency”

- Made in Unreal Engine 4.

**July 13 2018 – July 16 2018: Game Designer / Character programmer, Brains Eden 2018**

- SWAP – Swap was a two-player top-down shooter where one player holds a shield to protect both and the other player has a gun to defeat the enemies. Both players can SWAP the weapon at any time with coordinated action.
- The premise of this game jam was “Unreliable”
- Made in Unity 3D with C# for PC.

**Other Experience**

**January 2018 – NOW: 2<sup>nd</sup> Line Support Engineer – Cardonet LTD**

System Administrator and helpdesk support.

- Manage servers and computers across multiple clients.
- High level IT support
- Active Directory, Microsoft Exchange, Google Suite, VMWare, Microsoft Office, Opera PMS, Veeam Backup, VoIP, Scripting in PowerShell, Bash.

**May 2017 – January 2018: Junior Developer – Cardonet LTD**

I worked as a junior developer for the company, creating few websites for the marketing department in WordPress fully customizing the template. Worked in an in-house Project Management tool in PHP / JavaScript

- Implement new features for the in-house company Project Management tool.
- Website administrator and developer working closely with the marketing department.
- Maintain MYSQL databases.

**April 2016 – May 2017: 1<sup>st</sup> Line Support Engineer – Cardonet LTD**

Helpdesk support

- Provide IT Support to clients, remotely or in person.
- Windows, Mac OS Support
- Troubleshooting hardware and software issues.

**Hobbies and interests:**

I consider myself a musician, I love composing music and I the play guitar, bass guitar and a little bit of piano. I have other interest and passions such as Comics, Movies and Series, especially Spider-Man or Batman related.

My favourite type of games is Action RPGs such as The Legend of Zelda series, Batman Series or the latest Marvel’s Spider-Man. I love platformers such as Super Mario Odyssey, A Hat in Time and the Lego Games.

**References available on request**