



## Eduardo Briones

Game Designer

### Contact

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**Address**

L'Hospitalet de Llobregat,  
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**Portfolio:**

Itch.io: brioneseduardo.itch.io

Portfolio:

eduardobriones.weebly.com

### Languages

**Spanish**

- Native

**Catalan**

- C1

**English**

- B2

**Italian**

- Basic

### Description

Hi! I'm Eduardo, a game designer graduated in Videogame design and production at Tecnocampus.

### Work

**TLR Games**

Junior designer (05/2022 - 07/2022)

- Mechanics design
- UX Design
- GDD

**TLR Games**

Game designer internship (01/2022 - 04/2022)

- Narrative design
- Level design
- Puzzle design
- GDD

### Studies

**Tecnocampus**

University degree in videogame design and production (09/2018 - 07/2022)

**Institut Provençana**

Higher education in web development (09/2016 - 06/2018)

### Knowledge

**Design**

- Level design
- Player guidance
- Reward systems
- GDD
- Game balancing
- Character design
- Puzzle design
- UX
- Quests design
- Economy design
- Card games design

**QA**

- Test Plans
- Tests Suites
- Jira

**Unity**

- Prototyping

**Unreal**

- Blueprint

**Otros**

- C#
- Agile Methodologies
- Trello

### Strengths

Teamwork

Willingness to learn

Leadership

Adaptability