


Toni Alarcón Mesquida

Game Designer




Contact

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 [Linkedin](#)

 [Personal Site](#)

About

I'm a highly motivated Game Designer with a computer engineer background eager to learn how to create the most enjoyable games to make people as happy as possible. I try my best to mix creativity with technical knowledge in order to solve any problem in the best and most efficient way.

Skills

- Development tools:
 - UE4 / UE5
 - Unity
- Programming Languages
 - Java
 - C
 - C#
- Graphic Design
 - Photoshop
 - Illustrator
- High level of english, written and spoken.

Work Experience

2019 - Now

Saber Interactive Spain
2 UNANNOUNCED GAMES

(GAME DESIGNER)

- Gameplay Design, Game Modes Design and UX Design in an unannounced sports game
- Level and Quest design in an unannounced multiplayer shooter game
- Prototype of gameplay mechanics
- Part of the team from the beginning of both games' preproduction

2016 - 2019

BlackChiliGoat Studio

TAPE: UNVEIL THE MEMORIES

(GAME AND LEVEL DESIGNER)



Tape: Unveil the Memories is a mystery game where the player will discover the protagonist's path through time-control based puzzles.

It has been released for the Playstation consoles (digital and physical edition) and Steam.

- Design of most of the puzzles of the game, taking in mind the strong narrative approach of the game
- AI design and Boss' combat design
- Level Design of the game
- Prototype and implementation of mechanics and game flow with blueprint system

Personal Projects

2019

HOW TO ROBOT

(GAME DESIGNER AND PROGRAMMER)



Master Degree's project.

Puzzle mobile game where the player must manage the resources to complete the classes of a Robot teacher.

It was the only project released on a platform (Android) of the promotion.

[Dev Diary](#) (in spanish)

Education

2016 - 2017

UNIVERSIDAD COMPLUTENSE DE MADRID (UCM)

Master's degree in Game Design and Game Development

2014 - 2015

MÄLARDALENS HÖGSKOLA,
(VÄSTERÅS, SWEDEN)

ERASMUS Internship

2009 - 2016

UNIVERSITAT DE LES ILLES BALEARS (UIB)

Degree in Computer Engineering: Software Specialization

