

ISMAEL P. NIEVES

GAME DESIGNER



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<https://ismael-p-nieves.github.io>

ABOUT ME

User-oriented Game Designer with a background in Data Analysis. Skilled in communicating features through documentation and prototyping. Seeking a challenging role to create satisfying user experience through cooperation and user analysis.

STRENGTHS

Collaborative, proactive, curiosity-driven, empathic, responsible, flexible

WORK EXPERIENCE

Game Designer, Infinite Thread Games

May 2024 - Present

- Design system mechanics and levels tailored to user behaviour observed in user analysis.
- Communicate effectively via documentation and prototypes developed in Unity.
- Integrate features in-engine working alongside programmers in Unreal.
- Stimulate creativity and open-minded workplace switching ideas and listening to feedback.

Software Engineer, Unit4

Nov 2022 - Nov 2024

- Active collaboration in multinational Agile teams using Azure DevOps environment.
- Resolution of bugs reported by clients through debugging C# applications.
- Contribution to code quality and documentation following Clean Code principles.

EDUCATION

Visual Analytics and Big Data

Nov 2024 - Sep 2025

UNIR

- Relevant coursework in Data Analysis
- A/B testing, data processing, quantitative and qualitative research

Game Design and Conceptualization

Sep 2023 - May 2024

Level Up - Game Dev Hub

- Relevant coursework in Game Design
- Project management, market research, sales pitch

HARD SKILLS

- Game Design Documents: GDDs, LDDs, HCD
- Game Engines: Unreal, Unity, Godot
- Team Collaboration tools: Atlassian, GitHub, Notion
- Agile methodology
- Data Analysis tools: PowerBI, Excel, SQL
- Sketching: Figma, Miro, PureRef

LANGUAGES

Spanish

Native proficiency

English

Full Professional Proficiency