



José Javier Martínez Domínguez

GAME DESIGNER

Interaction and animation designer focused on Game Design and all its branches, enthusiast of video games as well as the creation, ideation and process that goes into making them. During school projects, internships in companies and specialization courses I have gone through many parts of video game development and design that allow me to function in any scenario. My goal is to propose innovative experiences with mechanics and ideas never seen before.

CONTACT



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LANGUAGES

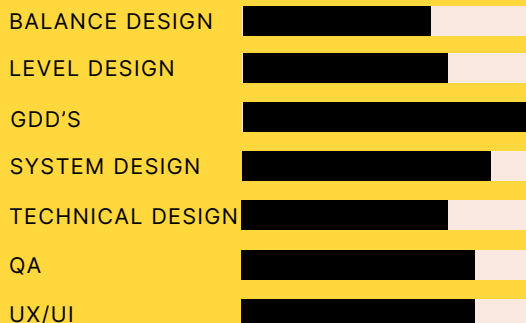
Spanish Nativo

English C1 Certificate

SOFT SKILLS

- Team Work
- Analysis
- Creativity
- Problem solving
- Communication
- Adaptability

SKILLS



EDUCACIÓN

Universidad Iberoamericana Puebla 2018-2023

Interaction and Animation Design

GPA: 3.3

PROFESIONAL EXPERIENCE



Game Design Intern 2022-2023

Worked alongside the development team to implement mechanics and world design as well as making the GDD for an economic responsibility game for middle and high school students.



Game Designer September 2023-January 2024

I made a GDD for a first aid simulator that will be used in the city of Puebla to teach people first aid through interactive media.



Principal Game Design October 2023-Current

It is an indie project with colleagues from the industry in which we are making a strategic action deckbuilder adventure game, with me in charge of system, game, level, balance and technical design as well as the GDD.

CERTIFICATES



Introduction to Game Design: CalArts

Theoretical bases on game design as well as ideation of concepts for games.



Game Design and Development 1: 2D Shooter

Shows the basic aspects of Unity and then makes a "Galaga" style game where you have to design levels and enemies.



Game Design and Development 2: 2D Plataformer

After learning the basics of Unity, it proposes you to make a 2D platformer where it teaches the importance of level design and the balance of skills.